

# OFFICIAL ACCLAIM® STRATEGY GUIDE



## HARDCORE FHW REVOLUTION

For PlayStation®, Nintendo 64®,  
and Sega Dreamcast™.

**Acclaim**



A high-contrast, red-tinted photograph of a professional wrestling match. On the left, a wrestler with extensive tattoos and a mask is in a dynamic pose, holding a chair. On the right, another wrestler is bent over, holding the chair's legs. The background shows a dark arena with bright spotlights and a crowd.

**ECW: HARDCORE REVOLUTION**

# OFFICIAL STRATEGY GUIDE

**WWE** **AKKlaim**

# CREDITS

**James Sewell**  
Writer

Stacy Brickett  
Editor

Joe Capomacchio  
Art Director

Art  
Action Publishing  
Water Block  
Publishing

Stacy Binkoff  
Creative Guide Editor

Jon Coppenacker  
Art Director

Over 300  
Comic Book Editors

Arctium Entertainment  
Mike Arch

Marketing  
Michael Juchaczew  
Director of Sports Licensing

**Kevin Brown**  
Project Manager

Brian Shields  
 Marketing Coordinator

Public Relations  
Joy Anderson  
Public Relations Manager  
in Studio

Director of Product Development

**Nick Brown**  
Project Manager

Scott  
Game Design  
Specialist

Special Thanks  
Joey Styron  
Jim Pollock  
Warren Berman  
Dana Cr...

Chad Green  
Preston Whiting  
Ethan From  
Kevin Dandley  
Harris Michener  
Nick Arroyo

**James's Note** — In addition, I would like to give an extra special thanks to Tommy for his support and contribution to the "Forever" video.

**Tommy** - What kind of tribute should I make for the next video?

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# CONTENTS

CHAPTER ONE-THE BIOS **008**

CHAPTER TWO-THE MOVES **096**

CHAPTER THREE-STRATEGY **122**

# DREAMER

In 1977, a seven-year-old boy plopped on his couch, about to watch the New York Rangers vs. Montreal Canadiens hockey game on TV with his father. Instead, destiny stepped in and changed his life forever - the game was blacked out. Determined to salvage the next few hours, he asked his dad if he could set up his favorite video console, Pong. The TV was moved and the wires were replaced. But just as the channel was about to be changed, WWOR Channel 9 NY came on and began to air wrestling from Madison Square Garden. Needless to say, the channel wasn't changed, but history was - forever.

I admit it's a bit melodramatic, but the story is true; that little boy was me. From that moment on I was hooked on wrestling. And so began my longing to unite wrestling and video games together. I remember banging on my video console while watching Bob Backlund fight Bulldog Brower. I even began turning the knobs on the controller to simulate the action on TV.

The video game systems I owned changed over the years: Atari 2600, Intellivision, Atari 5200, Colecovision, Genesis, Nintendo, Super Nintendo, PlayStation, Nintendo 64 and finally Dreamcast. The only thing that remained constant was wrestling. It progressed and improved with technology and adapted to each system. I bought every wrestling game there ever was so I could take my skills to the mat and fulfill my childhood dream.

When people asked me, "What do you want to be when you get older?" my response was always "wrestler." All throughout my life, my friends and I would spend hours playing video games, having tournaments, trash talking, throwing and breaking controllers, blowing off dates with girlfriends (how pathetic), and even placing friendly wagers on the games.

I have been a gamer for nearly twenty-three years. I've reached my goal of being a professional wrestler, but I never dreamed I would actually be a character in a video game until Acclaim made it possible. If you want to know about the career path of Tommy Dreamer, you can buy my book (not written) or get the dirt from a popular tabloid magazine when I win political office. Isn't that what wrestlers do now-a-days? But you bought this Strategy Guide to learn how to execute moves, unlock hidden characters and reveal secret codes. It's funny; the age-old saying "Cheaters never win" is completely false when applied to video games. The new saying should be, "Only cheaters learn how to get to the next level," or "Cheaters learn how to absorb punishment, never die and get large heads."

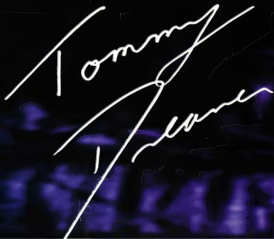
# INTRODUCTION

I bet you didn't know the E.C.W. locker room was full of gamers! Many wrestlers bring their systems on the road to pass the time. Inside story: One day, on a Florida tour, we were all given suites at a hotel after the show. Often times you hear about wild parties, and this one was no different. There was food, beer and video games - not a woman in sight. There were about fifteen wrestlers including Nova, Balls Mahoney, the Original Gangsta New Jack, and myself. (New Jack is a huge gamer, probably bigger than me. Sorry Jack, had to expose you for kicking my ass in football that night!)

But seriously, just as we, the wrestlers, take pride in our wrestling, we take pride in anything that has the E.C.W. label on it. That means we are proud of ECW: Hardcore Revolution. ECW: Hardcore Revolution is very special to me because all the wrestlers had input concerning their appearance.

Just as Acclaim has always been the leader in setting the standard in wrestling video games, E.C.W. has changed wrestling forever. Now ECW: Hardcore Revolution will take over your life just as it has taken over mine. (Reader's note: Don't blow off dates with girlfriends - it will cost you!)

I want to express my gratitude to Acclaim and the entire staff for treating all the wrestlers associated with this game like superstars - especially Mike Archer who has been my friend for many years and never let up on this project and is responsible for uniting E.C.W. with Acclaim. As for my parents, thank-you for always supporting me and buying me so many game systems and games. Thanks to my friends for making me a video game freak. And I'd like to thank the E.C.W. wrestlers for being the hardest workers in the business and for helping me when I need it. Lastly, I want to thank wrestling; for without you, there would be no me.

A handwritten signature in white ink, reading "Tommy Lane". The signature is stylized with a large, sweeping "T" and a long, horizontal stroke extending to the right.

# INTRODUCTION

Growing up as a kid in Melville, Long Island, I often found myself milling around with my friend Kevin, never with all that much to do. Sure, there was swimming in the summer, ice hockey in the winter, football in the afternoons... even school. Still, there was always that void on Saturday morning between my second bowl of cereal and wiffle ball in the backyard. That is, until that fateful day when I was introduced to the fast-paced world of professional wrestling. Never again would I be bored on a Saturday morning. I was instantly mesmerized by the slick gimmicks and promos, piledrivers and body slams, the "good guy" beating up the "bad guy" to right the world. I had found my niche! That is, until high school.

Suddenly, I was much more interested in the length of the skirt the girl sitting next to me in third period math was wearing than who was wearing the Championship Belt. Wrestling had become little more than an afterthought in my life, but I didn't much care, as the gimmicks seemed to be getting worse by the day, and the whole notion of watching two guys in ridiculous outfits push each other around had become completely stale. Besides, there was that girl in third period... This was my mindset throughout high school and the beginning of college until one night, when once again, I was milling around with Kevin with nothing to do. He popped a tape into the VCR to record a show for his father. That show was Extreme Championship Wrestling. I had not watched a single match in nearly four years, and yet after just one hour of programming, I was hooked on wrestling again! That's how good it was.

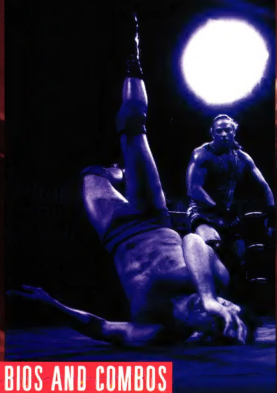
I fondly recall seeing my first ECW live event in 1996 at the ramshackle Deer Park Community Center. Even now as I watch ECW weekly on national television and on Pay Per View, I can't help but feel that somehow I was part of something special. It's almost like the pride a parent takes in watching an unstable infant take its first steps, and eventually develop into a world class track star. Since that first show in 1996, I've enjoyed countless hours of ECW excitement, both on television and in person. I celebrated my 21st birthday watching a TV taping at the Queen's House of Hardcore. All of this is why I'm so excited that Extreme Championship Wrestling will finally be immortalized on the home gaming console by the undisputed World Champion of Wrestling Video Games, Acclaim! ECW: Hardcore Revolution is going to take the genre of wrestling games to the next level, and I sincerely hope this Strategy Guide will help you navigate your rough road to the title!

I'd like to thank everybody at ECW and Acclaim for making ECW: Hardcore Revolution, and this Strategy Guide, possible. I'd especially like to thank (in no particular order) Walter Black, Stacy Brickel, Evan Stein and Mike Archer for giving me the chance to be a part of this great project. I also want to thank all of the hard-working men and women of ECW, who not only have provided me with endless hours of entertainment and amazement, but who have also been an absolute pleasure to work with. I'd also like to thank all the people who helped keep me sane during this project, namely my family, the members of Team Houda, the Adelphi University Cross Country Team and Mary Joe. Finally, I have to thank the "jobbers" that have "put me over" during the years by suffering great embarrassments at my hands - Mitchell and Leibo, it's your time! Writing this book has been one of the most exciting experiences of my life, and if you have half as much fun playing ECW: Hardcore Revolution as I had writing its strategy guide, then you're in for an extremely great time! ECW! ECW! ECW...

- JAMES SEWELL

A high-contrast, close-up photograph of a person's face. The person is wearing a white, textured mask that covers the nose and mouth. The mask has a ribbed or knitted appearance. The person's eyes are visible at the top of the frame, looking directly at the camera. The lighting is dramatic, with strong highlights on the mask and deep shadows on the face and background.

**WELCOME TO  
ECW WRESTLING**



BIOS AND COMBOS

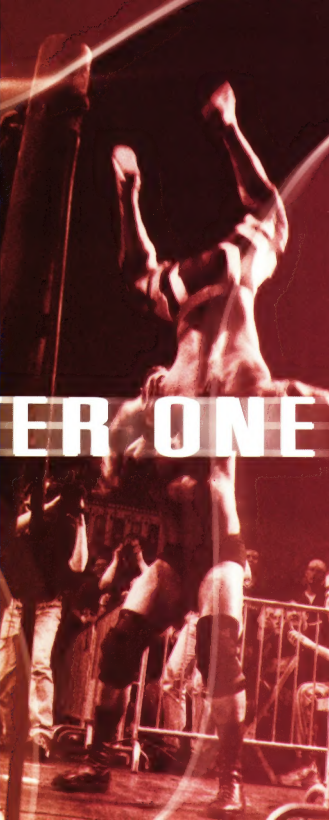
# CHAPTER ONE

Think you know Extreme? Think you have what it takes to make it in ECW? Think you can survive the Hardcore Revolution? Well think again! The fact of the matter is, without these ECW biographies you have no chance of surviving the Hardcore Revolution. You must be armed with information. It is more valuable to you than a steel chair and a crippling submission hold. You must know your foe. You must know an aerial assailant from a bone-breaking brawler; you must be aware of who will put you in a Boston Crab and who will put you through a table.

Each biography contains career histories, as well as many of the hardcore moves each athlete is capable of maiming you, or your opponents with. There are even easy to follow button combinations included for each move, so even a rookie has a chance to get himself or herself over.

So before you step between the barbed wire and on to the thumbtacks, you had better learn these next pages very well. It could be the difference between the taste of victory and the taste of your own blood in your mouth!

*Joey Styles*





## Ready Moves

**Body Slam:** left, left punch **or** right, right, punch

**Hip Toss:** left, left, kick **or** right, right, kick

**Vertical Suplex:** left, left, tie-up **or** right, right tie-up

## Tie-up Moves

**Whip:** left, left, block **or** right, right, block

**Arm Wrench:** punch

**Hammerlock:** kick

**Top Wristlock:** tie-up

**Move to Behind Tie-up:** down, down, block

## Behind Moves

**Atomic Whip:** left, left, block **or** right, right, block

**Full Nelson:** kick

**Belly Back Suplex:** punch

**Put Opponent on Shoulder:** tie-up

## Ground Moves

**From Head; Pick-up:** tie-up

**From Head; Stomp:** kick

**From Head; Rear Chinlock:** punch

## Turnbuckle Moves

**Chop to Chest:** punch

**Climb Turnbuckle and Pummel:** up, punch

**Superplex:** tie-up

**On Turnbuckle; Opponent**

**Standing; Axehandle Smash:** punch

**On Turnbuckle; Opponent on**

**Ground; Elbow Drop:** punch

HARDWARE  
ECW  
9/10/10/10

WRESTLING NEWS

GAME  
STATS

STRIKES

7

TITLES

5

FINISHES

7

SPEED

6

RECORD

5

MAT YEARS

9

# ROB VAN DAM

*Rob Van Dam*

Hometown: Battle Creek, MI Height: 6'0" Weight: 237 lbs. Year Turned Pro: 1991  
Catch Phrase: "I'm the whole F'n show!"  
Finisher: The Van Daminator  
Championships Held: ECW World Television Championship  
ECW World Tag Team Championship (with Sabu)

## BO

Rob Van Dam could be considered the most arrogant wrestler in ECW, but as the saying goes, "It ain't bragging if you can back it up!" RVD's claim of being "the whole F'n show" is as accurate as it is concurred. Athletically, RVD is as gifted as they come. He possesses the perfect combination of agility, strength and speed. He has what seems to be an unlimited roster of moves right at his fingertips, and is never afraid to take big risks. RVD is also never at a loss for words when it comes to describing his own excellence, and his brash, arrogant attitude makes him one of the most entertaining performers in professional wrestling today.

RVD has earned the nickname "Mr. Pay Per View" as a result of his undefeated record at PPV shows, a feat unmatched by anyone in the professional wrestling industry. Guided by the "Manager of Champions," Bill Alfonso, RVD has held the ECW World Tag Team titles with Sabu. He has also held the ECW World Television title, a Championship he has owned for well over a year-and-a-half, the longest title reign of any champion in professional wrestling today. RVD has seen his success in the ring carry over to television and movie roles, as well as articles in national publications about his "unique" habits, both in and out of the ring. Rob Van Dam has most certainly proved that he is indeed, "the whole F'n show!"

## INTERVIEW

Stacy - How does it feel to be in a video game?

RVD - It's very prestigious, of course. I am impressed to see my likeness captured, because of course everybody wants to see as much Rob Van Dam as they can and I'm just curious if they can really capture my coolness.

Stacy - Why should someone play as your character in the game?

RVD - Well, I'm the whole F'n show!

Stacy - How long have you been wrestling?

RVD - I've been wrestling for almost ten years now, professionally.

Stacy - How did you get started wrestling?

RVD - I went to a school, not the original Shaik trained me. I paid tuition, just like any other business college. Back in December of '89 I started school and I had my first professional match sometime in '90. It's been a long road to where I'm at now. And now that I'm at the top, I just look back at everyone else.

Stacy - Were you always a wrestling fan?

RVD - No. I stayed away from it. I was probably about fourteen or so the first time I saw wrestling. Once I did see it though, I was pretty much hooked on it and I decided very shortly afterwards that I would pursue that as my career.

Stacy - If you weren't a wrestler, what would you be doing now?

RVD - If I wasn't a wrestler, I would be trying to pursue martial arts movies, which I've done a couple of. I am really into action. I love fight scenes, whether

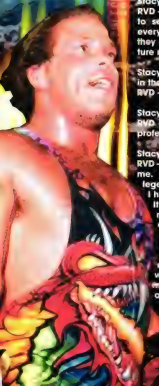
it's in a high action packed martial arts movie or whether it's just a fight scene on a TV show. It's the same thing that I like about jumping from the top rope into the crowd, the rush that I get from that. The excitement is the same thing I get when I jump out of an airplane or bungee jump or if I'm doing stunts in front of a camera for a movie director. It's all about the action for me.

Stacy - Who is your toughest opponent?

RVD - I have many. In the most recent matches I find myself challenged to the letter by Jerry Lynn. Sabu has always challenged me to the limits. There are not many wrestlers that have taken me quite to that extreme. Tommy Dreamer's tried, but he can't. And definitely the wrestlers in ECW are way tougher than wrestlers in any other federation and it shows every night.

Stacy - What makes the ECW the best federation?

RVD - In order to spend any time here, you have to be extreme! You have to want to work harder than the standards of Monday night pro-wrestling. You have to want to give the crowd a little extra. You have to appreciate the opportunity to excel and to be at your best here, at ECW. And when you have that attitude, this is the place to be. ECW wrestlers are harder workers. They have a better understanding of the crowd and the reason that the wrestlers are so much better here at ECW than the wrestlers at the other groups is because they are not afraid to get hurt. They are not afraid to take a chance to entertain the crowd, to give the crowd a little bit more for their dollar. They are all willing to bust their asses and the ones that are tougher stay longer, hence Rob Van Dam, World Television Champion!





## Finisher

**Turnbuckle Move, Opponent on Ground; 5 Star Frog Splash (9):** kick + punch

## Trademark

**Ground Move, While Running; Rolling Senton (9):** tie-up

## Ready Moves

**Tiger Driver (9):** left, right, down, kick

**Hurricanrana (7):** up, down, kick

**Enziguri (5):** left, right, punch

**Pumpkick (5):** left, right, kick

**Superkick (4):** left, up, kick

## Behind Moves

**Bridging German (6):** left or right, tie-up

**Tiger Suplex (5):** left or right, punch

**Victory Roll (4):** left or right, kick

## Corner Moves

**While running; Monkey Flip (6):** tie-up

**Springboard Dropkick (5):** up, up, punch

**4 Kick Combo (4):** up, up, kick

## Ground Moves

**From Side; Spinning Splash (8):**

left, right, down, tie-up

**From Feet; Surfboard (7):** left, right, kick

## Running Opponent Moves

**High Leg Clothesline (7):** kick

## Turnbuckle Moves

**Opponent on Ground; Somersault Leg Drop (8):** tie-up + block

**Opponent on Ground; Turn Around Moonsault (6):** punch + tie-up

## Tie-up Moves

**Northern Lights (6):** left or right, tie-up

**Floatover Suplex (5):** left or right, punch

**Leg Stretch (4):** left or right, kick

## Pose

**RVD(0):** kick + tie-up

## Dizzy Kick

**Kick Combo (4):** kick

## Dizzy Punch

**Forearm Shots (4):** punch

BARDOQUE  
E-SPORTS  
WRESTLING

GAME  
STATS

TITLES  
10

TROPHIES  
10

WRESTLING  
6

WRESTLING  
3

WRESTLING  
4

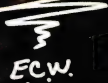
WRESTLING  
6

BARDOQUE E-SPORTS WRESTLING

# MIKE AWESOME!

Mike  
Awesome!

Hometown: Tampa, FL Height: 6' 6" Weight: 292 lbs. Year Turned Pro: 1992  
Catch Phrase: "Awesome!"  
Finisher: Awesome Bomb  
Championships Held: ECW World Heavyweight Championship



## 31

No ECW competitor has made a more immediate impact on the company than Mike Awesome. Awesome stormed back onto the ECW scene at the "Anarchy Rulz" Pay Per View on September 19, 1999. He defeated both Taz and longtime rival Masato Tanaka in what some have called the greatest Three-Way Dance of all time, to capture the ECW World Heavyweight Championship.

Awsome began his impressive career in Japan, wrestling under the name "The Gladiator." There, he honed his amazing ring technique to near perfection, a unique combination of devastating power and high flying aerial maneuvers. It was also there that Awesome first encountered his greatest rival, Masato Tanaka. The two pushed each other to, and beyond the absolute limits, leaving down arena after arena across all of Japan. Eventually this epic rivalry spilled over to the United States and into the ECW! Now, as ECW World Heavyweight Champion, Mike Awesome destroys all those who pose a challenge to his championship and truly lives up to his moniker - AWESOME!

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Mike - It feels great. It's gonna be great to play myself on a video game and kick people's butts.

Stacy - Why should someone else play as your character?

Mike - Because I'm the guy that power bombs everyone, because I'm the champ!

Stacy - How long have you been wrestling?

Mike - Ten years.

Stacy - How did you get started wrestling?

Mike - I was in college and decided I didn't want to be an accountant.

I wanted to be a professional wrestler. I started training in 1989 down in Tampa, Florida. After that, within a year I was in Japan working for a federation that was doing what ECW does, long before ECW was even a federation. I've been the Heavy Weight Champion in Japan. My background in extreme goes back for the last nine years.

Stacy - Were you always a wrestling fan?

Mike - I was when I was a kid.

Stacy - If you weren't a wrestler, what would you be doing now?

Mike - I have no idea what I'd be doing now if I weren't a wrestler. I guess I'd be beating people up in bars if I wasn't wrestling, cause I've got to beat someone up.

Stacy - What makes the ECW the best federation?

Mike - Cause we're extreme. We're all out. We're real!

Stacy - Who is your toughest opponent?

Mike - Nobody is, I beat everyone. That's why I'm the champ!

Quote - Being the champion right now means that I've kicked everyone else's ass and nobody else has kicked mine. And I'm gonna kick Sabu's ass too.



## **Finisher**

**Ready Move; Awesome Bomb (8):**

left, right, up, punch

## **Trademark**

**Ready Move; Gutwrench Suplex to**

**Butt (7):** left, right, kick

## **Ready Moves**

**Gorilla Press Slam (8):** up, down,

up, punch

**Overhead Belly to Belly Suplex (5):**

left, right, punch

**Snap Suplex (5):** up, down, punch

## **Behind Moves**

**Bridging German Suplex (6):** left

or right, tie-up

**German Suplex (5):** left or right,

punch

**Prawn Hold (4):** left or right, kick

## **Corner Moves**

**Belly to Belly Suplex (4):** up, up,

kick

**Choke with Boot (4):** left, right, kick

## **Ground Moves**

**From Head; Leg Lock Choke Hold (7):**

left, right, kick

**From Head; Camel Clutch (7):** left,

right, punch

**While Running; Leg Drop (6):** kick

## **Running Player Moves**

**Cross Body Block (6):** tie-up

**Spear (5):** kick

## **Running Opponent Moves**

**Powerslam (8):** tie-up

## **Turnbuckle Moves**

**Opponent on Ground; Splash (6):**

kick + block

## **Tie-up Moves**

**Sitout Piledriver (9):** left, up, tie-up

**Pinning Powerbomb (6):** left or

right, tie-up

**Side Belly to Belly Suplex (5):** left

or right, punch

**Double Underhook Suplex (4):** left

or right, kick

## **Pose**

**Double Flexxy (0):** kick + tie-up

## **Dizzy Kick**

**Push Kick (4):** kick

## **Dizzy Punch**

**Haymaker (4):** punch

BARGE  
STATS

STRENGTH

8

DURABILITY

8

CHARISMA

8

SPEED

5

RECOVERY

5

WAT TIGHTS

5

## TOMMY DREAMER

Hometown: Yonkers, NY Height: 6' 3" Weight: 260 lbs. Year Turned Pro: 1989

Catch Phrase: "EC 'N WI"

Finisher: Dreamer DDT

Championships Held: ECW World Tag Team Championship (with Raven)

## TID

Since the inception of Extreme Championship Wrestling, one man has stood alone at the forefront of the Hardcore Revolution pushing forward on all cylinders. That man is Tommy Dreamer, "The Innovator of Violence." He has proven, time and time again, that he is willing to lay it all down on the line for the ECW and its fans. Broken bones, steel chairs, treacherous friendships - all have been thrown at Dreamer during his tenure in ECW. None have done much to slow him in his quest that is driven not by championships, not by revenge, not by hate, but by pride, spirit and heart. Be warned, however, Dreamer did not earn the nickname "The Innovator of Violence" for being a nice guy. He won't hesitate to take a barbed wire covered 2x4, a flaming steel chair, or even taped fists to any opponent.

Dreamer has learned that the taste of championship gold can be both sweet and bitter. He has captured his first ECW championship, the World Tag Team titles, with his most hated foe, long time nemesis Raven. Now Dreamer once again finds himself struggling to escape the dark vice of the one man that was able to push him to, and beyond the edge. With the "Queen of Extreme," Trishie by his side, the ECW fans behind him, and his never-say-die-unless-your-name-is-Raven attitude, Dreamer stands poised to lead the Hardcore Revolution to the next level!

## INTERVIEW

Stacy - How does it feel to be in a video game?

Dreamer - It feels really good. It's something I've wanted to have my whole life and now I've accomplished it. It's something I can add onto my resume, and onto my epitaph.

Stacy - How long have you been wrestling?

Dreamer - Way too long, since 1990 - that's almost ten years.

Stacy - How did you get started wrestling?

Dreamer - I always wanted to do it, it was my dream ever since I was a kid. I went to wrestling school and the rest is history. I would never discourage anyone from trying, but it's a really hard business to get into.

Stacy - If you weren't a wrestler, what would you be doing now?

Dreamer - Hit man for the mafia.

Stacy - Is there anyone in the ECW that you fear?

Dreamer - No. I fear no man.

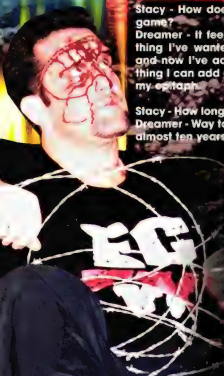
Stacy - What makes the ECW the best federation?

Dreamer - We pride ourselves on our work rate. All of our guys go in there hurt. We all work for the good of the company as opposed to our own personal gain. We are the hardest working company with the hardest working guys.

Stacy - What other sports have you played?

Dreamer - I played football in college, but I quit my freshman year to go to wrestling school. At the time I thought wrestlers made more money than football players. I was a little confused.

Quote - Pick Tommy Dreamer because I am going to make myself indestructible, as opposed to real life where I am very destructible.



**Finisher**

**Tie-up Move;**

**Dreamer DDT (8):** left, right, punch

**Trademark**

**Ready Move;**

**Dreamer Driver (8):** up, down,  
down, punch

**Ready Moves**

**Fall Away Slam (5):** left, down, punch

**Enziguri (5):** left, right, punch

**Spinning Neck Breaker (5):** up,  
down, punch

**Front Face DDT (4):** left, right, kick

**Japanese Arm Drag (4):** up, down,  
kick

**Behind Moves**

**Pumphandle Slam (7):** left, right,  
kick

**Russian Leg Sweep (6):** left or right,  
tie-up

**Bulldog (5):** left or right, punch

**Cobra Clutch (4):** left or right, kick

**Corner Moves**

**Big Punch Combo (7):** up, down,  
kick

**Baseball Slide (6):** up, up, tie-up

**Ground Moves**

**From Side; Mount Punches (7):** up,  
down, tie-up

**Running Player Moves**

**Tackle with Punches (8):** tie-up

**Running Opponent Moves**

**Spinebuster (8):** tie-up

**Turnbuckle Moves**

**Opponent on Ground; Splash (6):**  
punch + tie-up

**Tie-up Moves**

**Big Head Punch (9):** left, right, tie-up

**Piledriver (6):** left or right, tie-up

**Sideslam (5):** left or right, punch

**Neckbreaker (4):** left or right, kick

**Pose**

**ECW (0):** kick + tie-up

**Dizzy Kick**

**Push Kick (4):** kick

**Dizzy Punch**

**Big Windup (4):** punch



GAME  
STATS

STRENGTH

5

TECHNIQUE

9

CHARISMA

8

EXPERIENCE

8

WRESTLING

5

WRESTLING

4

# SABU

Hometown: Bombay, Michigan Height: 6' 0" Weight: 220 lbs. Year Turned Pro: 1985.  
Catch Phrase: "Gimme tangle!"  
Finisher: Arabian Gullotine  
Championships Held: ECW World Heavyweight Championship  
ECW World Television Championship  
ECW World Tag Team Championship (with Taz)  
ECW World Tag Team Championship (with Rob Van Dam)  
FTW World Championship (unrecognized)

## BIO

Homicidal! Sordid! Genocidal! Three words that suit the deranged wrestling style of the legendary Sabu perfectly. Lunacy runs through the oft-spilled blood of Sabu, since he is the nephew of The Sheik, one of the forefathers of extreme wrestling. Sabu values inflicting damage on an opponent more than preserving his own health, as evidenced by the tapestry of scars that adorn his body. In fact, Sabu is renowned for his astoundingly high threshold for pain and ability to compete while injured. He has come back from every conceivable ailment, including a broken neck.

This high-living maniac has mastered the art of annihilation through innovation, always bringing to the ring a new, even sicker means of beating his opponent. A moonsault over the guard rail into the fans, a flying body press through a table... name it and Sabu has done it to an opponent with no regard for his own well-being. "Manager of Champions" Bill Alfonso is the only person in ECW that is able to keep some semblance of control over Sabu, although even that relationship, as with everything involving Sabu, is unstable. Sabu has blazed his way to every championship attainable in ECW, and now that his United States ban has been lifted, no one in ECW is safe!

## INTERVIEW

Stacy - Bill Alfonso, as the manager of Sabu, you would know the answers to these questions. How does Sabu feel to be in a video game?

Bill - He feels nothing. He is not excited at all.

Stacy - Why should someone play as Sabu's character?

Bill - Because he is the best.

Stacy - How long has he been wrestling?

Bill - Fifteen Years.

Stacy - How did he get started wrestling?

Bill - His uncle trained him. Sabu started studying wrestling, REALLY started studying, when he was three years old.

Stacy - Was Sabu always a wrestling fan?  
Bill - His uncle was The Sheik. He was a fan of The Sheik. Not a fan of wrestling, just a fan of The Sheik.

Stacy - If he wasn't a wrestler, what would Sabu be doing now?

Bill - He would probably be a hitman.

Stacy - Who is Sabu's toughest opponent?

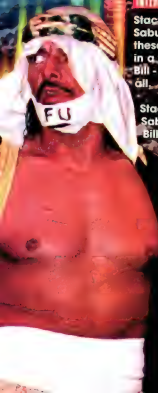
Bill - He is his own toughest opponent!

Stacy - What would Sabu say makes the ECW the best federation?

Bill - Because he is in it, because I'm in it and because Rob Van Dam is in it.

Stacy - What other sports did Sabu play?

Bill - No other sports.



# PlayStation, Nintendo 64 and Dreamcast Moves

## Finisher

**Turnbuckle Move, Opponent on Ground; Arabian Guillotine (7):** kick + punch

## Trademark

**Ground Move, From Head; Camel Clutch (8):** up, down, down, punch

## Ready Moves

**Axe Kick (9):** up, down, left, tie-up

**Implant DDT (7):** up, down, kick

**Pump Kick (6):** left, right, tie-up

**Shortarm Clothesline (5):** up, down, punch

**Reverse Fujiwara (4):** left, down, kick

## Behind Moves

**Rolling German (6):** left or right, tie-up

**Fall Away Pumphandle Slam (5):** left or right, punch

**Victory Roll (4):** left or right, kick

## Corner Moves

**Spin Kick Combo (5):** up, up, punch

**While running; Monkey Flip (4):** kick

## Ground Moves

**From Side; Mount Punches (7):** up, down, tie-up

**From Head; Blatant Choke (6):** left, right, punch

## Running Player Moves

**Tackle with Punches (8):** tie-up

## Running Opponent Moves

**High Leg Clothesline (8):** tie-up

**Spin Heel Kick (5):** kick

## Turnbuckle Moves

**Opponent Standing;**

**Hurricanrana (7):** kick + block

**Opponent on Ground; Senton**

**Bomb (6):** punch + tie-up

## Tie-up Moves

**Northern Lights Suplex (5):** left or right, punch

**Floatover Suplex (4):** left or right, kick

## Pose

**Sky Point (0):** kick + tie-up

## Dizzy Kick

**Low Drop Kick (4):** kick

## Dizzy Punch

**Big Windup (4):** punch

# GAME STATS

FINISHING

6

TECHNIQUE

9

CHARISMA

6

SPEED

6

RECOVERY

8

WRESTLING

4

# RAVEN

Hometown: The Bowery Height: 6' 1" Weight: 230 lbs. Year Turned Pro: 1987  
Catch Phrase: "Quote the Raven, nevermore."  
Finisher: Evenflow DDT  
Titles Held: ECW World Heavyweight Championship  
ECW World Tag Team Championship (with Stevie Richards)  
ECW World Tag Team Championship (with Tommy Dreamer)

## INTERVIEW

Once thought to have been vanquished from ECW forever, the infectious, mind-twisting disease that is Raven has returned, more devious and powerful than ever! A one-time friend of Tommy Dreamer, Raven's sole purpose in ECW has been to make Dreamer's life absolutely miserable. Over the years, the two have put each other through unimaginable amounts of agony, not just in their legendary, bestial matches, but through the infliction of great emotional stress on one another, especially on the part of Raven. Not only does Raven possess strong technical wrestling skills and the toughness to brawl for hours on end, he also seems to have an eerie, almost supernatural ability to twist the minds of those around him. He makes them nothing but helpless pawns in his game of ECW dominance.

Since returning to ECW, Raven shocked the wrestling world by coming to Dreamer's aid and winning the ECW World Tag Team Titles with him, only to later state his true intentions of tormenting Dreamer's life more now than ever before. Once again, Dreamer is stuck in Raven's twisted web, his only possible escape being the destruction of either Raven or himself. No matter what happens in the end, Raven will be satisfied if he has managed to make ECW a hell on earth for Tommy Dreamer.

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Raven - Who cares? Video-games are for geeks.

Stacy - Why should someone play as your character?

Raven - Because I may have nothing better to do with their free time. And if they play me, they'll probably have a better chance of winning than if they play as one of these other jabronis.

Stacy - How long have you been wrestling?

Raven - Twelve years.

Stacy - How did you get started wrestling?

Raven - Well, I graduated college and finished up with the Marine Corps. I always wanted to do it ever since I was a little kid, so it was just a matter of having the cajones to go out and fulfill my destiny.

Stacy - Were you always a wrestling fan?

Raven - Absolutely. Ever since I was a little kid. I grew up on it.

Stacy - If you weren't a wrestler, what would you be doing now?

Raven - Probably drowning in my own sorrow. Wallowing in self-pity. However, I would be living in my parents' wealthy estate, so I wouldn't be that bad off.

Stacy - Raven, who is your toughest opponent?

Raven - They're all pretty easy. I would have to say my toughest opponent would be Tommy Dreamer. But he's also my most enjoyable opponent because with no one else do I get such satisfaction and such innate joy at putting him through such mental and physical anguish because of my complete and utter hatred, distrust and disregard and any other adjectives that I can think of for this man.

Stacy - What makes the ECW the best federation?

Raven - Well, I would have to say it's a combination of A, Paul Heyman's brilliance as a booker. B, the crew's ability to give 100% every single night, regardless of how crappy or sick or beat-up or physically sick they are. Except for Lance Storm. And C, because I'm here.

Stacy - What other sports have you played?

Raven - I like bar sports. I like sex sports. I like anything that involves decadence and debauchery.





# PlayStation, Nintendo 64 and Dreamcast Moves

RAVEN

019

CHAPTER ONE

## Finisher

### Ready Move; Evenflow DDT (9):

left, right, down, tie-up

## Trademark

### Ground Move, From Feet; Fist to

Groin (6): left, down, kick

## Ready Moves

**Double Arm DDT (9):** up, down, down, tie-up

**Double Underhook Suplex (7):** up, down, kick

**Running Knee Hit (5):** left, right, punch

**Snapmare (5):** up, down, punch

**Small Package (4):** left, right, kick

**Chin Crusher (4):** left, down, kick

## Behind Moves

**Russian Leg Sweep (6):** left or right, tie-up

**Sleeper (5):** left or right, punch

**Low Blow (4):** left or right, kick

## Corner Moves

**Tree of Woe(7):** up, down, kick

## Ground Moves

**From Head; Camel Clutch (8):** left, right, left, punch

**From Side; Mount Punches (7):** up, down, tie-up

**From Feet; Headbutt to Groin (6):** left, up, kick

## Running Opponent Moves

**Flapjack (6):** kick

**Arm Drag (5):** tie-up

## Tie-up Moves

**Piledriver (8):** left, right, punch

**Bulldog (6):** left or right, tie-up

**Big Head Punch (5):** left or right, punch

**Inverted Atomic Drop (4):** left or right, kick

## Pose

**ECW (0):** kick + tie-up

## Dizzy Kick

**Mafia Kick (4):** kick

## Dizzy Punch

**Boxer Jab Combo (4):** punch



## **Finisher**

**Turnbuckle Move, Opponent Standing; Top Rope Spin Kick (7):** kick + block

## **Trademark**

**Corner Move; Baseball Slide (6):** left, right, kick

## **Ready Moves**

**Gorilla Press Slam (7):** up, down, kick

**Falling Reverse DDT (6):** up, down, tie-up

**Enziguri (5):** left, down, punch

**Overhead Belly to Belly Suplex (5):** left, right, punch

**Tiger Driver (5):** up, down, punch

**Hurricanrana (4):** left, right, kick

**Small Package (4):** left, up, kick

## **Behind Moves**

**German Suplex (6):** left or right, tie-up

**Russian Leg Sweep (5):** left or right, punch

## **Corner Moves**

**Overhead Press (7):** up, down, kick

## **Ground Moves**

**From Feet; Deathlock (8):** left, right, down, kick

## **Running Player Moves**

**Spinning Heel Kick (4):** kick

## **Running Opponent Moves**

**High Leg Clothesline (8):** kick

## **Turnbuckle Moves**

**Opponent on Ground; 450 Splash (7):** kick + block

**Clothesline (6):** punch + tie-up

## **Tie-up Moves**

**Sitout Powerbomb (9):** left, right, tie-up

**Hanging Vertical Suplex (6):** left or right, tie-up

**Powerbomb (5):** left or right, punch

**Northern Lights Suplex (4):** left or right, kick

## **Pose**

**Impact Player (0):** kick + tie-up

## **Dizzy Kick**

**Dropkick (4):** kick

## **Dizzy Punch**

**European Uppercut (4):** punch

GAME  
STATS

STRENGTH

7

TECHNIQUE

7

CHARISMA

6

SPEED

5

WEAVER

5

WRESTLING

9

# JUSTIN CREDIBLE

*Justin Credible*

Hometown: Ozone, NY Height: 6' Weight: 225 lbs. Year Turned Pro: 1992  
Catch Phrase: "That's not just the coolest, that's not just the best, that, my friend, is Justin Credible!"  
Finisher: That's Incredible

## INTRO

While establishing himself as one of the most talented wrestlers in Extreme Championship Wrestling, Credible has also proven to be one of the most despicable, self-serving rule-breakers of all time! Never seen without co-conspirators Lance Storm, Jason and Dawn Marie, a/k/a The Impact Players, Credible has left a trail of devastation in his wake, larger than most tornadoes leave in trailer parks.

Not only will Credible beat an opponent in the ring with his impressive roster of advanced, high-risk wrestling maneuvers, he will also do his best to humiliate his opponents by any means necessary, making their lives both in, and out of the ring, miserable. Justin Credible takes everything personally, and will stop at nothing to reach the top of the ECW.

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Justin Credible - It's phenomenal to be in the game. For the longest time I was a huge fan of wrestling and I'd always play video games as other wrestling figures. But now when I play, I get to be myself so that's pretty neat.

Stacy - How long have you been wrestling?  
Justin Credible - I've been wrestling about eight years now.

Stacy - How did you get started wrestling?  
Justin Credible - Like I said, I was a huge fan and just knocked around the idea of being a wrestler and finally I was in the right place at the right time and someone asked me if I wanted to do it. I went to train for it. So, pretty simple.

Stacy - If you weren't a wrestler, what would you be?  
Justin Credible - A rock star!

Stacy - Who is your toughest opponent?  
Justin Credible - My toughest opponent would have to be Sabu - definitely!

Stacy - What makes the ECW the best federation?

Justin Credible - We give the fans absolutely what they love, what they want.

We give them chaos, mayhem, chairs, tables - all that good stuff! You know, we just give them what they want to see and all the action that they could possibly handle.

Stacy - What other sports have you played?  
Justin Credible - I played soccer and baseball in high school. When I wasn't doing real sports, I was always doing backyard wrestling, trying to imitate what I saw on TV. It was a passion for a long time - I just wanted to do this.

Stacy - How do you feel about the ECW going National?

Justin Credible - Oh, I think it's tremendous. I think that this is such a huge opportunity for ECW and for our fans to get to see what we're all about. For a long time wrestling fans heard the myths about ECW, but unless people stayed up until 3:00 in the morning, because that's when we used to be on in syndication, they couldn't see it. So now this gives fans a good opportunity to watch nationwide. I know that we can give people what they want and keep them coming back.



## Finisher

**Ready Move; That's Incredible (9):** left, right, down, tie-up

## Trademark

**Ready Move; Spinning DDT (7):** left, right, kick

## Ready Moves

**Enziguri (5):** left, right, punch

**Choke (5):** left, up, kick

**Chin Crusher (5):** up, down, punch

**Knee to Face (4):** up, down, kick

## Behind Moves

**Russian Leg Sweep (6):** left or right, tie-up

**Low Blow (5):** left or right, punch

**Roll Up Pin (4):** left or right, kick

## Corner Moves

**Beatdown Powerbomb (7):** left, down, kick

**Choke with Boot (4):** up, up, kick

## Ground Moves

**From Feet; Figure 4 Leg Lock (8):** left, right, left, kick

## Running Opponent Moves

**Powerslam (9):** tie-up

**Arm Drag (6):** kick

## Turnbuckle Moves

**Opponent Standing; Clothesline (7):** kick + block

**Opponent Standing; Dropkick (6):** punch + tie-up

## Tie-up Moves

**Hanging Vertical Suplex (8):** left, right, punch

**Gutwrench Powerbomb (7):** left, down, kick

**Northern Lights Suplex (6):** left or right, tie-up

**Backbreaker (5):** left or right, punch

**Arm Bar (4):** left or right, kick

## Pose

**Just Incredible (0):** kick + tie-up

## Dizzy Kick

**Crescent Kick (4):** kick

## Dizzy Punch

**Grab Head and Punch (4):** punch



# GAME STATS

STRENGTH

7

TECHNIQUE

8

CHARISMA

6

SPEED

4

RECOVERY

6

WRESTLING  
SKILLS

8

# JERRY LYNN

*Jerry  
Lynn  
The  
F'n Show*

Hometown: Minneapolis, MN Height: 5' 9" Weight: 212 lbs. Year Turned Pro: 1998  
Catch Phrase: "I'm the new F'n show!"  
Finisher: Cradle Piledriver

34

Jerry Lynn became somewhat of a legend after years of wrestling on the independent circuit in both Minnesota and Japan. He has also wrestled as "The Masked Mr. JL" for other major federations. Lynn's hard work finally paid off when he came to Extreme Championship Wrestling in 1998 and made an immediate impact on the company. Lynn uses a veritable encyclopedia of scientific wrestling moves and high flying maneuvers to wow fans and defeat opponents.

Lynn is best known in the ECW for his long series of amazing matches with "Mr. Pay-Per-View" Rob Van Dam, battling for the ECW World Television championship. These incredible matches earned Lynn the respect of his peers, the admiration of the ECW fans and the nickname "The New F'n Show." Many feel that it is only a matter of time before Jerry Lynn's day finally comes and he beats RVD for his first taste of ECW gold.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Jerry Lynn - It feels great. I can't actually describe how it feels because it doesn't seem real yet. It's exciting since I've always been a big fan of video games from as long as I can remember. I have a PlayStation and a Nintendo 64.

Stacy - How long have you been wrestling?

Jerry Lynn - Eleven years. This is my eleventh year.

Stacy - How did you get started wrestling?

Jerry Lynn - Actually, I came up watching wrestling, but never thought about doing it because I always thought it was a big man's sport and I was always so small. But then I eventually met a wrestler and he told me that I should try doing it. I had wrestled in high school and community college, so that's what started it.

Stacy - If you weren't a wrestler, what would you be?

Jerry Lynn - If I weren't a wrestler, I would've probably gotten into the music business.

Stacy - Is there anyone in the ECW that you fear?

Jerry Lynn - No. I don't fear wrestling anyone. Unless it's someone who hasn't wrestled very long and is new to the business, then you know, you have the fear that if they don't really know what they are doing, you can really get seriously hurt and of course end your career. But there is no one in the ECW like that at all.

Stacy - Who is your toughest opponent?

Jerry Lynn - Rob Van Dam.

Stacy - What makes the ECW the best federation?

Jerry Lynn - The way Paul E. runs the company. He doesn't dictate like the other companies what you can and can't do in the ring. He still lets you go out there and do what you want to do, and that's what makes it fun. In the other federations, there's too much dictation of what goes on in the ring. You get told what certain things you can't do. Here you have a lot of creative control of what you do in your match, which is virtually anything. And that makes it fun. I always have the belief in the business that if it's not fun anymore, I might as well hang it up. I don't want to wake up every morning and not want to go to work.

Stacy - What other sports have you played?

Jerry Lynn - In high school I lettered in five sports - Gymnastics, soccer, basketball, wrestling and track. In the summer I played softball.



# PlayStation, Nintendo 64 and Dreamcast Moves

JERRY LYNN 025

CHAPTER ONE

## Finisher

**Ready Move; Cradle Piledriver (9):**  
up, down, up, tie-up

## Trademark

**Ready Move; Running Powerbomb (8):**  
left, right, up, punch

## Ready Moves

**That's Incredible (9):** left, right, left,  
tie-up

**Jazz Stinger (8):** up, down, up, kick

**Front Backbreaker (7):** left, up,  
punch

**Enziguri (7):** up, down, punch

**Flying Head Scissors (5):** left,  
down, punch

## Behind Moves

**Bridging German (6):** left or right,  
tie-up

**Reverse DDT (5):** left or right, punch

**Victory Roll (4):** left or right, kick

## Corner Moves

**Huricanrana (7):** up, down, kick

**While running; Monkey Flip (4):** kick

## Ground Moves

**From Feet; Surfboard (6):** up,  
down, kick

**From Side; Mount Punches (5):** left,  
right, tie-up

**From Head; La Magistral (4):** up,  
down, punch

## Running Opponent Moves

**Tilt-A-Whirl Slam (8):** tie-up

## Turnbuckle Moves

**Missile Dropkick (6):** punch + tie-up

## Tie-up Moves

**Northern Lights Suplex (6):** left or  
right, tie-up

**DDT (5):** left or right, punch

**Chestbreaker (4):** left or right, kick

## Pose

**The Bird (0):** kick + tie-up

## Dizzy Kick

**Arm Hold Back Kick (4):** kick

## Dizzy Punch

**Grab Head and Punch (4):** punch

GAME  
STATS

STRENGTH  
6

TECHNIQUE  
9

CHARISMA  
8

SPEED  
5

RECOVERY  
6

MAT SKILLS  
5

HARDCORE REVOLUTION

# NEW JACK

Hometown: Atlanta, GA Height: 6' 0" Weight: 240 lbs. Year Turned Pro: 1991

Catch Phrase: "Not Guilty!"

Finisher: 187

Championships Held: ECW World Tag Team Championship (with Mustafa)

ECW World Tag Team Championship (with John Kronus)

BIO

"The Original Gangsta," New Jack puts the "X" in extreme! It's always wise to alert the local authorities when New Jack comes to town on an ECW card, since it's a pretty safe bet that all hell is about to break loose! Once the first note of his music hits the PA system, even ECW's rules no longer apply. New Jack always enters the arena with a rusty garbage can full of kick-ass and takes violence to the next level by viciously attacking opponents with anything and everything he can get his hands on! The OG has even taken to driving steel carpenter's staples into his opponent's bodies with a high powered staple gun. Jack is also well known for his suicidal balcony dives, where he will jump more than 20 feet to crush an opponent in the ring waiting below.

New Jack is more than capable of taking care of himself, but he has also had a great deal of success in ECW's tag team division as a three time ECW World Tag Team Champion. He scored the gold twice with Mustafa and once again with long-time rival John Kronus. New Jack is driven more by the will to cripple an opponent, than to win a championship.

INTERVIEW

Stacy - How does it feel to be in a video game?

New Jack - Good. It feels real good.

Finally I'll have my own little character. The kids can all go home and play as me and really become sick!

Stacy - How long have you been wrestling?

New Jack - Six years.

Stacy - How did you get started wrestling?

New Jack - A friend of mine asked me to do it. We started doing it and he got discouraged and he quit before it ever really took off.

Stacy - If you weren't a wrestler, what would you be?

New Jack - A bounty hunter. I was a bounty hunter for ten years. I quit bounty hunting to become a wrestler.

Stacy - Is there anyone in the ECW that you fear?

New Jack - NO! There are a lot of wrestlers that fear me! As long as they bleed red, there is no opponent that I fear!

Stacy - Who is your toughest opponent?

New Jack - Never had one.

Stacy - What makes the ECW the best federation?

New Jack - Because we can do what we want to do, basically. It's like you never know what's going to happen in ECW. With the other two, it's almost like a soap opera, you can almost tell what the ending is going to be. Know what I mean? But with us, there is always something different and we kind of cater towards the underground fans. We do things that you wouldn't normally see done on TV, or can get away with. Now they are giving us a chance to go on National TV. Now we can bring our product from the basement to the top floor. And everyone can see where the other places are getting all their ideas from.

Stacy - What other sports have you played?

New Jack - I played football in college.





## Finisher

**Turnbuckle Move; Opponent on Ground; 187 (6):** punch + tie-up

## Trademark

**Ready Move; Side Belly to Belly Suplex (6):** up, down, tie-up

## Ready Moves

**Running Powerbomb (8):** left, right, down, tie-up

**Snap Suplex (5):** up, down, punch

**Arm Drag (4):** left, right, kick

**Choke (4):** up, down, kick

**Knee to Face (4):** left, down, kick

## Behind Moves

**Sleeping Neck Breaker (6):** left or right, tie-up

**Low Blow (4):** left or right, kick

## Corner Moves

**Top Rope Superplex (7):** up, down, kick

## Ground Moves

**From Head; Stranglehold Gamma (9):** left, right, down, punch

**From Head; Scissored Arm Bar (6):** up, down, punch

**From Head; Blatant Choke (5):** left, right, punch

**From Side; Kneedrop (5):** up, down, tie-up

**From Feet; Headbutt to groin (5):** left, down, kick

## Turnbuckle Moves

**Opponent Standing; Flying Butt Bump (6):** punch + tie-up

## Tie-up Moves

**Piledriver (8):** left, right, punch

**Powerbomb (7):** left, right, kick

**Big Head Punch (6):** left or right, tie-up

**Inverted Atomic Drop (5):** left or right, punch

**Flying Clothesline (7):** kick

## Pose

**Gangsta X (0):** kick + tie-up

## Dizzy Kick

**Boot to Face (4):** kick

## Dizzy Punch

**Hit to Groin (4):** punch

GAME  
STATS

STRENGTH  
**10**

TOUGHNESS  
**10**

CHARISMA  
**5**

SPEED  
**3**

RECOVERY  
**6**

MAI SKILLS  
**5**

# RHINO

*Rhino*

Hometown: Detroit, MI Height: 6' 3" Weight: 285 lbs. Year Turned Pro: 1999  
Catch Phrase: "Everybody will soon know the name Rhino!"  
Finisher: Sitout Piledriver

**BIO**

Rhino. There is no better name for this young man. Unbelievable power. Impressive speed. Unmatched destructive impulses. All the tools are there and it is only a matter of time before they fall into place for the "Rookie Monster." Rhino is wise beyond his years, having been trained by some of the best in the business. He has also been afforded opportunities that rookie performers do not usually get, thanks to his questionable association with "Mr. Old School" Steve Corino. Rhino provides the muscle, Corino provides the mouth.

Rhino becomes more and more dangerous with every passing match. With great raw tools like his, and Steve Corino doing the talking, Rhino could have ECW gold around his enormous waist in the very near future.

**INTERVIEW**

Stacy - How does it feel to be in a video game?  
Rhino - It's cool, I mean how many people can say they're in a video game. I can't wait to play it. I used to play video games when I was younger. It's my first video game.

Stacy - Why should someone play as your character?  
Rhino - Because I'm a bad dude and I kick ass!

Stacy - How long have you been wrestling?  
Rhino - About five years now. Time really flies.

Stacy - How did you get started?  
Rhino - It's what I wanted to do and that's that. I like to go out and really take it to people, so that's why I decided on wrestling. It was either that or jail!

Stacy - If you weren't a wrestler, what would you be doing?  
Rhino - I'd probably be in jail!

Stacy - Were you always a wrestling fan?  
Rhino - I was for about three years and then I fell out of it because I had to go to work on Saturdays and Sundays and we didn't have cable as a kid. But when I got older I watched it a few times and I thought I might as well. It takes a lot of dedication and a lot of training. It's not just something that you fall into, it's something that you have to work hard at and it comes natural to me. Being aggressive, being a go-getter, that's natural and normal to me. I see something that I want, I usually get it. That

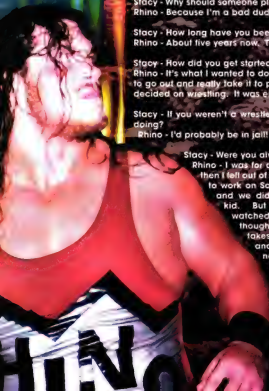
falls into the line of maybe being in jail! If I can't pay for it, I want it, I'm going to get it one way or the other. Maybe the illegal way, but I'd rather not, you know? I don't tell that to kids though.

Stacy - Who is your toughest opponent?  
Rhino - Probably Sabu, so far.

Stacy - What makes the ECW the best federation?  
Rhino - A lot of guys hunger. They want to be the best. Like college football, they're not collecting that big pay check. Whenever I find time to watch it, I find college football to be more exciting because the players are not right there collecting the big money. They're hungry, they want to go. When they finally get into pro-ball, some of them get lazy. I don't feel that we're beneath the other two big companies. I just find that our guys are hungrier. We're not collecting that big pay check. One day we will, here, when everything else starts coming in. It's come a long way, starting from nothing to what it is now. It's been a big, big jump. But you know, hard work, being hungry, people working hard. We're making a mark! We've got a lot to do.

Stacy - What other sports have you played?  
Rhino - I played eight years of football. I threw the shot-put and track. I wrestled for four or five years in pro-amateur wrestling. So it's about ten years that I'm involved in wrestling. It was a few years ago that I fell out of love with football and wanted to do wrestling. It's like you and your opponent out there, not eleven other guys banging into you. Here, it's just you. All eyes on just you and your opponent. Unless it's a Tag Match or a Battle Royal, but most of the time for a singles wrestler, it's all eyes on you!

Stacy - So, you like singles matches the best?  
Rhino - Singles matches are cool. I like tag team matches. But yeah, for the most part, I like singles matches. I want to see the matches in the game, the 2 on 1, the Three Way Dance, the Create-A-Wrestler.



# PlayStation, Nintendo 64 and Dreamcast Moves

ECW  
RINGS  
029

CHAPTER ONE

## **Finisher**

**Tie-up Move;**

**Sitout Piledriver (9):** up, down, tie-up

## **Trademark**

**Ready Move; DVD (9):** left, right, up, tie-up

## **Ready Moves**

**Gorilla Press Slam (8):** left, right, up, punch

**Running Powerslam (6):** left, up, tie-up

**Running Powerbomb (6):** left, down, tie-up

**Shortarm Clothesline (4):** left, up, kick

**Spinning Neckbreaker (4):** left, down, kick

## **Behind Moves**

**Fall Away Pumphandle Slam (6):** left or right, tie-up

**Rolling German (5):** left or right, punch

**Roll Up Pin (4):** left or right, kick

## **Corner Moves**

**Overhead Press (4):** up, up, kick

## **Ground Moves**

**From Head; Scissored Arm Bar (5):** left, down, punch

## **Running Player Moves**

**Tackle with Punches (7):** kick

## **Running Opponent Moves**

**Powerslam (9):** tie-up  
**Boot to Face (5):** kick

## **Turnbuckle Moves**

**Opponent on Ground; Splash (7):** kick + block

## **Tie-up Moves**

**Hanging Powerslam (8):** left, right, punch

**Sitout Powerbomb (7):** up, down, kick

**Bearhug Slam (6):** left or right, tie-up  
**Sideslam (5):** left or right, punch

## **Pose**

**Pump You Up (0):** kick + tie-up

## **Dizzy Kick**

**Mafia Kick (4):** kick

## **Dizzy Punch**

**European Uppercut (4):** punch

# GAME STATS

STRENGTH

6

TECHNIQUE

7

CHARISMA

6

SPEED

5

RECOVERY

7

MAT SKILLS

8

## HANDCUFF REVOLUTION

# ANGEL

*Angel*  
*Baldies*

Hometown: New York City Height: 6' 2" Weight: 250 lbs. Year Turned Pro: 1996  
Catch Phrase: "I'm Angel and we're The Baldies!"  
Finisher: Fallen Angel

### BIO

A brawler from the streets of New York City, Angel made a name for himself in various independent northeast wrestling promotions. Always ready to do things the right way and willing to pay his dues, Angel made up what he lacked in experience with intensity and dedication. That is, until he joined Extreme Championship Wrestling.

Angel immediately befriended the upstart Baldies and began replacing the established rules with rules of his own. Angel is now willing to do whatever it takes to get to the top. He even went so far as to attempt to blind the Original Gangsta New Jack by attacking him with a loaded staple gun and stapling him in the eye. This extreme act prompted the "Quintessential Studmuffin" Joel Gertner to declare Angel "The New King of the Streets." As The Baldies continue to add to their ECW rap sheet, they do so with Angel squarely at the center of their mischief.

### INTERVIEW

Stacy - How does it feel to be in a video game?

Angel - I'm very excited about being in a video game. It's the first video game I've ever been in.

Stacy - Why should someone play as your character in the game?

Angel - Because my character has a lot of moves, is very tough and can take a lot of damage. Mine is the best character in the game!

Stacy - How long have you been wrestling?

Angel - I've been wrestling for six years.

Stacy - How did you get started?

Angel - I was a big fan of wrestling and one day I decided to get into pro wrestling. I was trained in a gym in Brooklyn.

Stacy - So you were always a wrestling fan?

Angel - I was always a wrestling fan, from beginning to end!

Stacy - If you weren't a wrestler, what would you be doing now?

Angel - Bartending, or probably doing something like bouncing at a club.

Stacy - Who is your toughest opponent?

Angel - My toughest opponent right now, I'd say, is New Jack.

Stacy - What makes the ECW the best federation?

Angel - ECW is the best federation because it is the most hardcore, the most extreme, the most exciting company I've ever been in.

Stacy - What other sports have you played?

Angel - Football, boxing and karate. I took martial arts when I was a kid.



## **Finisher**

**Ready Move; Fallen Angel (9):** left, right, down, tie-up

## **Trademark**

**Ready Move; Enziguri (7):** up, down, kick

## **Ready Moves**

**Reverse Tiger Suplex (7):** left, down, kick

**Spinning Neck Breaker (5):** left, up, kick

**Double Underhook Suplex (4):** left, right, kick

## **Behind Moves**

**Fall Away Pump Handle Slam (6):** left or right, tie-up

**Reverse DDT (5):** left or right, punch  
**Neck Breaker (4):** left or right, kick

## **Corner Moves**

**Tree of Woe (5):** up, up, punch  
**Choke with Boot (4):** left, left, kick

## **Ground Moves**

**From Feet; Texas Cloverleaf (8):** left, right, left, kick

**From Side; Mount Punches (7):** left, right, tie-up

**From Feet; Elbow to Groin (6):** left, right, kick

**From Side; Twitching Kneedrop (5):** up, down, tie-up

## **Running Opponent Moves**

**Powerslam (9):** tie-up

## **Turnbuckle Moves**

**Opponent Standing; Clothesline (7):** kick + block

**Opponent on Ground; Fist Drop (6):** punch + tie-up

## **Tie-up Moves**

**Side Neck Buster (8):** left, right, punch

**Front Brainbuster (6):** left or right, tie-up

**Three Knee Combo (5):** left or right, punch

**Sideslam (4):** left or right, kick

## **Pose**

**Come To Angel (0):** kick + tie-up

## **Dizzy Kick**

**Shuffle Side Kick (4):** kick

## **Dizzy Punch**

**Boxer Jab Combo (4):** punch



GAME  
STATS

STRENGTH

8

TECHNIQUES

9

CHARISMA

5

SPEED

5

RECOVERY

6

WRESTLING SKILLS

6

## AXL ROTTEN

Hometown: New Castle, England Height: 6' Weight: 310 lbs. Year Turned Pro: 1994  
 Catch Phrase: "Your worst nightmare is back!"  
 Finisher: Severe Skull Trauma

Axl Rotten, the burly English brawler, is every bit as crazy as he is tough, and that's saying a mouthful! Rotten is a very experienced wrestler with a virtual library of scientific wrestling moves at his fingertips, but would rather finish an opponent with a chair shot to the face than with a figure-four leglock. Rotten first made a name for himself in Extreme Championship Wrestling in 1995 during a bloody feud with his younger brother Ian that culminated in a barbed wire baseball bat match! Axl soon befriended fellow chair swinger Balls Mahoney. The two took ECW's tag team division by storm, coming close to winning the ECW World Tag Team titles on numerous occasions, but never actually walking away with the gold. Eventually, injuries forced Rotten to the sidelines, during which time he witnessed Balls achieve their longtime dream of winning the tag titles without him.

Upon his return to action, Axl along with Balls entered into one of the most hardcore feuds in ECW history, ultimately forging a tighter bond of respect between the two than ever before. Now they've returned to the tag team ranks as the "Chair Swinging Freaks," ready to mow down the competition and allow Axl to achieve his goal of tag team gold.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Axl - I've been a wrestler since I was fifteen and wrestling video games have been something I've played since I was a little kid. To actually see myself in a game is sort of a fulfillment of a dream. You know there are only a few things that you wish for, like you want to have your own action figure, you want to be in a game. Now I've done both of these. Now I just need to be World Champion. Other than that, I'll be fine.

Stacy - Why should someone play as your character in the game?

Axl - Because I'm one of the guys that have been here from the beginning of ECW. I know everything about it. My character is probably the most talented character in the game because he knows all the most violent and best wrestling moves.

Stacy - How long have you been wrestling?

Axl - Since I'm fifteen years old. I had my first match when I was fifteen and I'm twenty-eight now. I can't do the math.

Stacy - How did you get started wrestling?

Axl - Well, I'm watching wrestling since I'm four years old. I used to sit and watch it with my grandfather. I always told my whole family that's what I wanted to do and they all thought I was an idiot. Now I'm doing it, so I'm still an idiot.

Stacy - Were you always a wrestling fan?

Axl - Absolutely!

Stacy - If you weren't a wrestler, what would you be doing?

Axl - Probably twenty-five to life with an option for parole after fifty. Or maybe I'd be a radio DJ or on some kind of talk show or I'd be some kind of an entertainer. I believe wrestling is entertainment and I like to entertain people.

Stacy - Who is your toughest opponent?

Axl - Probably Balls Mahoney, who is also my tag team partner. We are friends and we beat each other up. We have the toughest matches against each other, and we work the best together.

Stacy - What makes the ECW the best federation?

Axl - I think that all the guys in ECW work harder than anybody else and they really care about the product they put out when they go into the ring.

Stacy - What other sports have you played?

Axl - None. I refuse to do anything for free. Unless they are going to pay me, I won't play! There was a high school football coach that wanted me to play football. I said how much are you going to pay me? He said nothing, so I said I'm not interested.



# PlayStation, Nintendo 64 and Dreamcast Moves

AXL ROTTEN 033

CHAPTER ONE

## **Finisher**

**Behind Move; SST (9):** left, right, tie-up

## **Trademark**

**Tie-up Move; T-Bone Suplex (7):**  
left, right, kick

## **Ready Moves**

**Gorilla Press Slam (9):** up, down,  
up, tie-up

**Death Valley Driver (8):** left, right,  
left, punch

**Crucifix Powerbomb (7):** left, up,  
kick

**Chokeslam Normal (7):** left, down,  
kick

**Jazz Stinger (5):** up, down, punch

**Tiger Driver (5):** left, right, punch

## **Behind Moves**

**High Angle Back Drop (6):** left or  
right, tie-up

**Full Nelson Slam (5):** left or right,  
punch

**Roll Up Pin (4):** left or right, kick

## **Corner Moves**

**Overhead Press (4):** up, up, kick

**Charging Clothesline (4):** kick

## **Ground Moves**

**From Side; Mount Punches (6):** up,  
down, tie-up

**From Feet; STF (5):** left, right, kick

## **Running Opponent Moves**

**From Feet; Spinebuster (8):** kick

## **Running Player Moves**

**Flying Clothesline (7):** kick

## **Tie-up Moves**

**Samoan Drop (6):** left or right, tie-up

**European Uppercut (5):** left or  
right, punch

**Chestbreaker (4):** left or right, kick

## **Turnbuckle Moves**

**Opponent Standing; Bionic Elbow (6):**  
punch + tie-up

## **Pose**

**Arms Up Axl (0):** kick + tie-up

## **Dizzy Kick**

**Mafia Kick (4):** kick

## **Dizzy Punch**

**Clothesline (4):** punch

HARDWARE  
REVOLUTION  
REVOLUTION

GAME  
STATS

THIRTEEN

8

FOURTEEN

9

FIFTEEN

8

SIXTEEN

4

SEVENTEEN

6

EIGHTEEN

4

# BALLS MAHONEY

*Balls Mahoney*

Hometown: Nutley, NJ Height: 6' 2" Weight: 350 lbs. Year Turned Pro: 1987  
Catch Phrase: "I've got the biggest balls of them all!"  
Finisher: Nutcracker Suite  
Championships Held: ECW World Tag Team Championship (with Masato Tanaka)  
ECW World Tag Team Championship (with Spike Dudley)

38

Balls Mahoney has taken the savage, brutal act of swinging a steel chair at someone's head and elevated it to an art form. Balls never comes to the ring without his trusty folding chair by his side. So whether he's cracking someone over the head with it, or he's the one getting cracked, he's always giving 110%. Balls is well-versed in the art of brawling, but also moves with a surprising amount of agility and speed for a man of his size.

Balls has established himself as one of the premiere tag team wrestlers in Extreme Championship Wrestling, and has ascended the ladder, or chair, to the ECW World Tag Team titles on two occasions, once with Masato Tanaka and again later with Little Spike Dudley. Currently, Balls has found a tag team partner in Axl Rotten, one of the few ECW superstars that shares the same low regard for the well being of his body. Together, the two are aptly named the "Chair Swinging Freaks." With their hardcore antics, it will only be a matter of time before Balls becomes a three-time ECW World Tag Team champion.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Balls - WOW - let me tell you, it's probably one of the best feelings. Everyone wants to know, how do you know if you make it in what you're doing? When you have a belt? When you have a big house? NO! When they make a video game out of me! So this is actually pretty cool. I'll play as my own character and I'll be indestructible and unstoppable!

Stacy - Why should someone play as your character?

Balls - Because I'm the best wrestler in ECW. Simply put, because I'm the most hardcore, so I'll be the most hardcore character in the game. So if they want the blood and violence, they better pick me. And Axl.

Stacy - How long have you been wrestling?

Balls - Well, I'm twenty-seven now and I started training and setting up rings when I was twelve. I had my first paid match when I was fifteen. I wrestled in high school and my first year in college, where I wrestled undefeated. I had my first pair of wrestling boots before I had my first pair of football cleats or baseball cleats. I've also been this size since I'm fourteen - with the beard. Manchild.

Stacy - How did you get started wrestling?

Balls - Me and Chris Candido grew up together and his grandfather was a pro-wrestler. We started setting up rings and taking bumps and learning how to do all this stuff when I was twelve. I started training back then and it was just a natural progression. I just got going from there.

Stacy - Who is your toughest opponent?

Balls - Rob Van Dam. And Wild Bill Wyles.

Stacy - Were you always a wrestling fan?

Balls - Yeah. When it wasn't cool to be a wrestling fan, I was a wrestling fan, so everyone can kiss my butt!

Stacy - If you weren't a wrestler, what would you be doing?

Balls - I would be doing one of a few things. I would be running a charter boat, a chef in any type of a restaurant, or maybe working for a fence company. If I wasn't doing any of that, I would be crippled in a wheelchair from wrestling.

Stacy - What makes the ECW the best federation?

Balls - Because we give the people what they want, when they want it. Our fans know that those other companies are just doing our TV shows from a year ago, as well as our angles from a year ago. Obviously they want to see it done right. Backyard wrestling may be stupid, and guys may get hurt, but obviously they are copying something. When they copy the thumbtacks, I wonder where they saw that. Imitation is the best form of flattery. The public is speaking and the kids know what they want, and what they want is ECW!

Stacy - What other sports have you played?

Balls - Football, soccer, baseball, water polo, basically every sport.

Quote - I'd put our locker room against any other locker room. It's been said that the ECW is the locker room of this misfit wrestlers and if you ask anybody who is the king of the misfits, it's me. I've got the worst temper problem of them all - but I've learned to curb it. WHAAAAAAAAA!!!





## Finisher

**Ready Move; Nutcracker Suite (9):**

left, right, up, tie-up

## Treemark

**Ready Move; Superkick (7):** up,

down, kick

## Ready Moves

**Overhead Belly to Belly (7):** left, down, kick

**Shoulderbreaker (6):** left, right, tie-up

**DDT (5):** left, down, punch

**Small Package (4):** left, up, kick

## Behind Moves

**Reverse DDT (6):** left or right, tie-up

**Russian Leg Sweep (5):** left or right, punch

**Victory Roll (4):** left or right, kick

## Ground Moves

**From Head; Camel Clutch (7):** left, right, punch

**From Side; Leg Drop (5):** up, down, tie-up

**From Feet; STF (4):** left, right, kick

## Running Opponent Moves

**Ball Breaker (9):** tie-up

**Sidewalk Slam (5):** kick

## Tie-up Moves

**Hanging Vertical Suplex (8):** left, up, punch

**Bulldog (6):** left or right, tie-up

**Atomic Drop (5):** left or right, punch

**Backbreaker (4):** left or right, kick

## Turnbuckle Moves

**Opponent on Ground; Splash (7):** kick + block

**Opponent Standing; Bionic Elbow (6):** punch + tie-up

**From Apron, Opponent on Ground;**

**NJ Jam (8):** tie-up + block

## Pose

**C'mere Punk (0):** kick + tie-up

## Dizzy Kick

**Boot to Face (4):** kick

## Dizzy Punch

**Balls Combo (4):** punch

GAME  
STATS

STRENGTH

10

TOUGHNESS

9

CHARISMA

7

SPEED

4

RECOVERY

6

FIGHT SKILLS

3

# BIG SAL E. GRAZIANO

Hometown: Sicily, Italy Height: 6' 4" Weight: 600 lbs. Year Turned Pro: 1996  
Catch Phrase: "Wow, I'd love some lemonade!"  
Finisher: Bada Bing

BB

Big Sal E. Graziano makes up one half of the new Full Blooded Italians (FBI) with fellow "countryman" Little Guido. "The Big Salboski" provides more than enough muscle for the FBI, and is always eager to pinch an unsuspecting opponent. Big Sal's uncanny power is the perfect complement to Guido's cat-like agility and impressive speed. Together, the two form one of the most solid tag team units in Extreme Championship Wrestling. Lately, Big Sal has been more of a bodyguard to Guido than a tag team partner, but it's only a matter of time before he chooses to step back over the ropes and hand out some Sicilian-sized damage!

INTERVIEW

Stacy - How does it feel to be in a video game?

Sal - Awesome. It's one of the coolest things. I've been looking forward to this.

Stacy - Why should someone play as your character?

Sal - Why not? I'm the best person in it. First of all, no one in ECW is as strong as me. No one in ECW is as big as me. I will be the clear choice to pick.

Stacy - How long have you been wrestling?

Sal - Six years, almost seven.

Stacy - How did you get started?

Sal - Ever since I was a little boy I watched wrestling. For as long as I could remember I always wanted to do it. I was at a local show in Jersey and someone came up to me and asked me if I'd like to wrestle and I said absolutely! He was affiliated with a school in Pennsylvania. That was too far for me to commute from New Jersey. I

started looking around and found the Johnny Rotten School, where I trained. A few of us came out of the Johnny Rotten School. We all trained together and pretty much they're all been still beating on me!

Stacy - Were you always a wrestling fan?

Sal - Yeah, absolutely.

Stacy - If you weren't a wrestler, what would you be doing?

Sal - Making cheesy horror movies.

Stacy - Who is your toughest opponent?

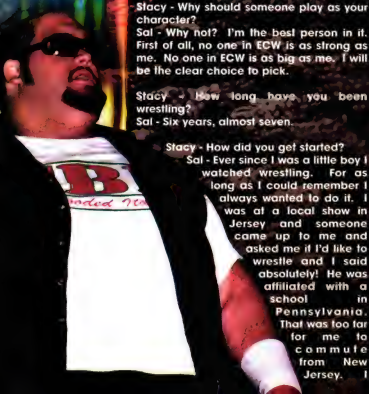
Sal - Spike Dudley!

Stacy - What makes the ECW the best federation?

Sal - The fact that we are hardcore. We don't pretend to be anything that we're not. It's not like we're trying to be hardcore after running safe for so long. We're not trying to do anything differently. We've been hardcore since day one. We've been busting people up and causing bloodied heads. You know, astonishing the fans since we've got on the wagon. We are just a bunch of guys that like to beat each other up!

Stacy - What other sports have you played?

Sal - Football, hockey, lacrosse.



## Finisher

**Corner Move; Bada Bing (7):** up, down, kick

## Trademark

**Tie-up Move; Bear Hug Slam (8):** left, down, punch

## Ready Moves

**Front Face Gutwrench (9):** up, down, up, tie-up

**One Handed Chokeslam (8):** left, right, up, punch

**Rocker Dropper (7):** up, down, kick

**Running Powerslam (6):** left, down, kick

**Fall Forward Slam (5):** up, down, punch

## Behind Moves

**Pumphandle Slam (6):** left or right, tie-up

**Neckbreaker (5):** left or right, punch

**Cobra Clutch (4):** left or right, kick

## Corner Moves

**Tree of Woe (6):** up, up, tie-up

**Splash (4):** kick

## Ground Moves

**Pinning Splash (8):** up, down, up, punch

**From Head; Blatant Choke (5):** left, right, punch

**From Feet; Elbow to Groin (5):** up, down, kick

**From Side; Leg Drop (4):** up, down, tie-up

## Turnbuckle Moves

**Opponent on Ground; Splash (7):** kick + block

## Tie-up Moves

**Chokeslam (7):** left, right, kick

**Powerbomb (6):** left or right, tie-up

**Side Backbreaker (5):** left or right, punch

**Chestbreaker (4):** left or right, kick

## Pose

**FBI (0):** kick + tie-up

## Dizzy Kick

**Mafia Kick (4):** kick

## Dizzy Punch

**Big Windup (4):** punch

GAME  
STATS

STRENGTH

6

Toughness

6

CHARISMA

5

SPEED

7

RECOVERY

9

MAT SKILLS

6

# CW ANDERSON

*Handwritten signature: A. W. Anderson*

Hometown: Raleigh, NC Height: 6' 2" Weight: 230 lbs. Year Turned Pro: 1999  
Catch Phrase: "I'm the expression of aggression!"  
Finisher: Spinebuster

89

C.W. Anderson, a/k/a The Enforcer, is one half of the toughest tag teams in Extreme Championship Wrestling, the Dangerous Alliance. Anderson wrestles as though it were 10 years ago, isolating an opponents arm, leg or neck and going to work on it. He will stay down on the mat for an entire match, and take more pride in the number of bruises he has left on an opponent than the number of matches he has won.

Anderson has turned down offers from other promotions, opting instead for the rough and tumble style of ECW. Anderson is a true worker in the ring and has been rewarded with matches against some of ECW's biggest stars. Anderson's Dangerous Alliance partner, Wild Bill Wyles is every bit as bad. Together, they hope to rumble their way to the top of the tag team ranks.

## INTERVIEW

Stacy - CW, how does it feel to be in a video game?

CW - It feels wonderful. It's like a childhood dream. You know you always play video games when you're little and you're like, man, what if I was this guy that was actually in the video game? It's really cool.

Stacy - Why should someone play as your character in the game?

CW - Because I'm real intense. I've got good moves and a real good left-handed punch. I'm a new and up-coming guy in ECW. If they want to play as the underdog, that's gonna be me.

Stacy - How did you get started wrestling?

CW - After I was through playing college baseball, actually I was looking for something to do one weekend, and I saw a guy who was training college to wrestle. I always watched wrestling as a kid growing up in North Carolina and I was a big fan. I just went from there into the ring and it kind of took off from there.

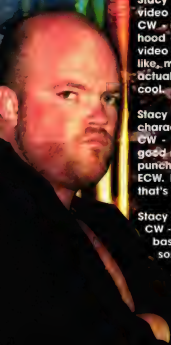
Stacy - How long have you been wrestling?  
CW - Six years.

Stacy - You said that you were always a wrestling fan?

CW - Always. Ever since I can remember I've been a wrestling fan.

Stacy - If you weren't a wrestler, what would you be doing now?

CW - Probably what I was doing before I got the job with ECW. Being a land surveyor. I was working for a land surveying company in Raleigh before I got the job here. I really enjoyed that. I really enjoy the outdoors. That's what I'd probably be doing.



## **Finisher**

**Running Move; Spinebuster (8):**  
kick

## **Trademark**

**Tie-up Move; Big Left Punch (7):**  
left, right, kick

## **Ready Moves**

**Snap Suplex (7):** left, down, kick

**Superkick (6):** left, right, tie-up

**Spinning Neck Breaker (6):** up,  
down, tie-up

**Tiger Driver (5):** left, right, punch

**Short Arm Clothesline (5):** up,  
down, punch

**Single Arm DDT (4):** up, down, kick

**Arm Drag (4):** left, right, kick

## **Behind Moves**

**Reverse Brainbuster (9):** up, down,  
punch

**Sleeper (6):** left or right, tie-up

**Atomic Drop (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Oklahoma Stampede (8):** up, up,  
punch

## **Ground Moves**

**From Head; Stepover Facelock (7):**  
left, up, kick

**From Feet; Leg Lock (5):** left, right,  
kick

## **Running Opponent Moves**

**Powerslam (7):** tie-up

## **Turnbuckle Moves**

**Opponent on Ground; Tennessee  
Jam (8):** tie-up + block

## **Tie-up Moves**

**Front Brainbuster (6):** left or right,  
tie-up

**Powerbomb (5):** left or right, punch

**Arm Bar (4):** left or right, kick

## **Pose**

**Thumb Across Throat (0):** kick + tie-up

## **Dizzy Kick**

**Side Kick (4):** kick

## **Dizzy Punch**

**European Uppercut (4):** punch



PROFESSIONAL  
WRESTLING  
1999

HARDCORE REVOLUTION

GAME  
STATS

STRENGTH

6

TOUGHNESS

5

CHARISMA

8

SPEED

8

RECOVERY

6

FIGHT SKILLS

6

# CHRIS CHETTI

*Chris Chetti*  
SLW '99

Hometown: Amityville, NY Height: 5' 10" Weight: 227 lbs. Turned Pro: 1996  
Catch Phrase: "I feel as good as I look"  
Finisher: Turn Around Moonsault

PRO

Chris Chetti, the first graduate of ECW's wrestling academy, The House of Hardcore, is riding youthful exuberance and a successful career in amateur wrestling, to success in the ECW. As one of the youngest athletes in the ECW, Chetti has paid his fair share of dues and developed a unique and entertaining style all his own. Perhaps the only thing more entertaining than Chetti's large repertoire of astounding moves, is the demeanor he brings to the ring. Chetti is always dressed to the nines in outrageous outfits. He draws attention to his boyish good looks by adding new dance steps to his long list of talents, as well as always being the first to point out the finer points of his chiseled profile. Many an opponent has looked past Chetti, deeming him a ham, only to find themselves on their backs for the 1-2-3 just moments later. Chetti is most certainly one of the fiercest young competitors in the ECW, and he draws closer to championship gold with each and every match!

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Chris - It's cool. It's pretty wild. My nephews are excited, "Uncle Chris is going to be in a game!" It's a big deal. I never really thought of myself getting to this level.

Stacy - How long have you been wrestling?  
Chris - Three years professionally.

Stacy - How did you get started wrestling?  
Chris - Taz is my cousin. When they opened up the House of Hardcore, they didn't have a lot of students. Taz told me, "This is something that I think you can do." I was just a natural at wrestling. So I tried it out and I was beat up for about a year straight. Three or four years later, here I am on TV, magazines and video games!

Stacy - If you weren't a wrestler, what would you be doing now?

Chris - I had my own business before this, landscaping, cutting grass. I was going to school and had my own business and taking civil tests. I could've been anywhere.

Stacy - Is there anyone in the ECW that you fear?  
Chris - I don't know so much

fear, I think there are people I can't beat, but I'm not scared of anybody. Taz is pretty big and Sabu is pretty nuts, but I was always brought up not to be afraid of anybody. I don't fear anything, except horror movies. They scare me.

Stacy - What makes the ECW the best federation?

Chris - We are just so much different than any other wrestling out there. You can just watch the show and see that we don't half-ass it out there. Our guys are out there every single night giving 100%. We don't hold back and what we do looks real because it is real. That's the difference. We're harder hitting, we are real. When people say wrestling is all fake, I say watch ECW and you will see that we are completely different.

Quote - This face is so beautiful - just look at it. It's unbelievable. As you can see I'm beautiful and I'm glamorous. I've got to be me. I need more attention. I need more flattery.

There are people out there doing this much longer than I have and I feel very fortunate and lucky to have the opportunities that I have had. I got into the company at the right time and things happened in my favor. I was fortunate enough to meet Paul E. and he gave me a job and let me wrestle every night. I hope that someday, down the road, I'll be able to help somebody else out. I've been helped out a great deal and I believe in karma - what goes around comes around!





## **Finisher**

**Turnbuckle Move; Opponent on Ground; Turn Around Moonsault (7):** kick + block

## **Trademark**

**Tie-up Move; Amityville Horror (8):** left, up, punch

## **Ready Moves**

**Axe Kick (9):** up, down, up, punch

**Enziguri (7):** left, right, kick

**Superkick (6):** up, down, tie-up

**Flying Head Scissors (6):** left, right, tie-up

**Hurricanrana (5):** left, up, kick

**Reverse Fujiwara (4):** left, down, kick

## **Behind Moves**

**Rolling German Suplex (6):** left or right, tie-up

**Low Blow (5):** left or right, punch

**Roll Up Pin (4):** left or right, kick

## **Corner Moves**

**Springboard Dropkick (7):** left, right, kick

**Spin Kick Combo (5):** up, up, punch

**4 Kick Combo (4):** left, right, punch

## **Ground Moves**

**From Side; Senton Splash (7):** up, down, punch

**From Head; La Magistral (5):** up, down, tie-up

## **Running Opponent Moves**

**Spinning Heel Kick (8):** kick

## **Tie-up Moves**

**Northern Lights Suplex (6):** left or right, tie-up

**Front Suplex (5):** left or right, punch

**Arm Bar (4):** left or right, kick

## **Turnbuckle Moves**

**Moonsault (8):** Block

## **Pose**

**Too Pretty (0):** kick + tie-up

## **Dizzy Kick**

**Kick Combo (4):** kick

## **Dizzy Punch**

**Chetti Punch Combo (4):** punch

GAME  
STATS

STRENGTH

5

TECHNIQUE

4

CHARISMA

6

SPEED

9

RECOVERY

7

WAT WEARS

8

HARDCORE REVOLUTION

# STEVE CORINO

Hometown: Sea Isle City, New Jersey Height: 6' 1" Weight: 202 lbs. Year Turned Pro: 1994  
Catch Phrase: "I'm the king of old school"  
Finisher: Old School Plex

110

While most competitors are proud to grapple for the greatest professional wrestling promotion on earth, Extreme Championship Wrestling, Steve Corino, or "Mr. Old School" as he tends to refer to himself, would rather whine about it. Feeling that he is "above" the average ECW combatant (and fan), Corino constantly belittles the hardcore aspects of ECW and often refuses to compete in this rough and tumble type of match, citing his recurring "appendix injury." Instead, Corino would rather use his impressive technical mat skills, which he is always more than happy to brag about, to "outclass" opponents in more traditional, scientific matches. Throughout his career in the ECW, Corino has managed to enrage more than a few of his colleagues (in addition to most of the fans) with his arrogance. He has wisely decided to surround himself with some of ECW's best talent, namely Yoshihiro Tajiri, Jack Victory and the "Rookie Monster," Rhino. Acting under the guise of "advisor," Corino freely runs his mouth when teasing his "boys," knowing that one of them will end up taking the fall for him, leaving him to complain for another day.

INTERVIEW

Stacy - How does it feel to be in a video game?

Steve - Unbelievable! Let's just say it's like a dream come true. Let's just say that since I'm eight years old I've been watching wrestling and that when the games came out I always wanted to be in a game. It's gonna be great and it's something that my son will always have too.

Stacy - How long have you been wrestling?

Steve - Five years.

Stacy - How did you get started?

Steve - I was in a nightclub in Reading, Pennsylvania and I noticed a sign that said if you want to be a pro wrestler, there's a school. I called the school and I went up. It was a little school. They had a couch and five fat guys just sitting there taking money. But the first day I was there I met two professional wrestlers and they were training another guy. They told me to pay the money and they would train me. That's how I got hooked up.

Stacy - If you weren't a wrestler, what would you be now?

Steve - A milkman. I was a milkman for seven years. I probably would've stayed with that.

Stacy - Is there anyone in the ECW that you fear?

Steve - Taz. I'll say it, but don't let him know it. I fear Ball's chair shot again.

Stacy - What makes the ECW the best federation?

Steve - The ECW gives the fans what they want every night, not just on Pay Per View, not just on a TV taping. Everybody goes out there and gives 110% at the house shows. We are fan friendly. ECW has wrestlers make themselves more available to the fans than any other organization. Going national on TNN is going to bring us more fans and everybody here is willing to do his part. Whether it means going to a town hall, or a chat on the Internet, or signing autographs after a show for a few hours. Everybody is willing to help and it's a big family.

Stacy - What other sports have you played?

Steve - I played baseball and basketball in high school.



## **Finisher**

**Tie-up Move; Old School Plex (5):** left or right, punch

## **Trademark**

**Ready Move;**

**Superkick (7):** up, down, kick

## **Ready Moves**

**Spinal Tap (7):** left, right, kick

**DDT (5):** up, down, punch

**Spinning Neck Breaker (5):** left, right, punch

**Fireman's Carry (4):** left, down, kick

## **Behind Moves**

**Corino Driver (7):** left, right, kick

**Full Nelson Slam (6):** left or right, tie-up

**Sleeper (5):** left or right, punch

**Abstretch (4):** left or right, kick

## **Corner Moves**

**While running; Charging Clothesline (4):** kick

## **Ground Moves**

**While Running; Quick Leg Drop (5):** kick

**From Head; Blatant Choke (4):** up, down, punch

## **Running Player Moves**

**Flying Back Elbow (6):** tie-up

## **Running Opponent Moves**

**Powerslam (9):** tie-up

**High Leg Clothesline (5):** kick

## **Turnbuckle Moves**

**Opponent on Ground; Tennessee**

**Jam (8):** tie-up + block

**Opponent Standing; Body Press (7):** kick + block

**Opponent on Ground; Fistdrop (6):** punch + tie-up

## **Tie-up Moves**

**Hanging Vertical Suplex (8):** up, down, punch

**Bulldog (6):** left or right, tie-up

## **Pose**

**Not in the Face (0):** kick + tie-up

## **Dizzy Kick**

**Dropkick (4):** kick

## **Dizzy Punch**

**Big Windup (4):** punch

# GAME STATS

STRENGTH

6

ENDURANCE

7

CHARISMA

7

SPEED

6

RECOVERY

5

WAT. SKILLS

8

HARDCORE REACTION

# DANNY DORING

*Dastardly*  
*Do*

Hometown: Pepper Pike, OH Height: 5' 10" Weight: 201lbs. Year Turned Pro: 1998  
Catch Phrase: "Full of lust, born to thrust!"  
Finisher: Wham Bam Thank You Ma'am

ECW 99

With neon pink tights proudly proclaiming "Muffin Ass" across his derriere, the cocky "Dastardly Strut," slicked back hair, sunglasses and an "I'm cooler than you" attitude, Danny Doring brings the confidence of a seasoned veteran to the ring each time he steps through the ropes. Much of this attitude can be attributed to a strong background in athletics and months of blood, sweat and tears at ECW's House of Hardcore Wrestling School.

Doring is truly coming into his own as a fierce competitor in the ECW. Already a sound mat wrestler, he has begun to develop an impressive repertoire of aerial maneuvers, and has even found a regular tag team partner in the Angry Amish Chicken Plucker, Roadkill. Rarely apart, Doring and Roadkill make for one of the most intriguing pairings in professional wrestling today. Be it alone, or in tandem with Roadkill, "The Dastardly One" is looking to ride his confidence to ECW championship gold in the very near future.

## INTERVIEW

**Stacy - How does it feel to be in a video game?**  
Danny - It still hasn't sunk in yet, but it's pretty exciting, pretty cool. I'll be very excited when it comes out.

**Stacy - Why should someone play as your character in the game?**

Danny - I have a lot of innovative moves. I have a lot of lucky outfits. When you are playing the game, who would you rather look at, me or Balls Mahoney?

**Stacy - How long have you been wrestling?**  
Danny - Two and a half years.

**Stacy - How did you get started wrestling?**

Danny - Wrestling is something I always wanted to do, but didn't know how to get into it. Someone told me about the school. I went to check it out and I wound up staying with it. I just couldn't quit!

**Stacy - Is there anyone in the ECW that you fear?**

Danny - I don't know if I fear anybody anymore. At one point I did, but I've been through so much that the word fear is not known to me anymore. It's more a sense of respect. I've been in the ring with Rob Van Dam and Sabu. Also Balls Mahoney and Axl Rotten. You have to protect yourself at all times because you never know what is going to happen!

**Stacy - What makes the ECW the best federation?**

Danny - Other places take the things that we do. We innovate everything, hardcore, the moves, the characters. We are a fresh product. Going national is big, big. Now the video games and the show, it's huge!

**Stacy - What other sports have you played?**

Danny - I played football in college. I was on a basketball team, but just for recreation. I've also played tennis.



**Finisher**

**Ready Move; Wham Bam Thank You Ma'am (9):** up, down, up, tie-up

**Trademark**

**Ready Move; Bareback (8):** left, right, up, punch

**Ready Moves**

**Fallen Angel (9):** left, right, up, tie-up

**Flying Head Scissors (6):** left, right, tie-up

**Crucifix (5):** up, down, punch

**Japanese Arm Drag (4):** up, down, kick

**Behind Moves**

**Reverse DDT (6):** left or right; tie-up

**Front Russian Leg Sweep (5):** left or right, punch

**Prawn Hold (4):** left or right, kick

**Corner Moves**

**Turnpost Slam (6):** up, up, tie-up

**While running; Charging**

**Clothesline (4):** kick

**Ground Moves**

**From Head; Fujiwara Arm Bar (5):** left, right, punch

**Running Player Moves**

**Dropkick (5):** kick

**Turnbuckle Moves**

**Opponent Standing; Dropkick (7):** kick + block

**Opponent on Ground; Driving**

**Elbow (7):** kick + block

**Opponent on Ground; Tennessee**

**Jam (8):** tie-up + block

**Tie-up Moves**

**Piledriver (8):** up, down, punch

**Brainbuster (7):** left, right, kick

**Front Suplex (6):** left or right, tie-up

**European Uppercut (5):** left or right, punch

**Inverted Atomic Drop (4):** left or right, kick

**Pose**

**Ta Da Lookie Me (0):** kick + tie-up

**Dizzy Kick**

**Crescent Kick (4):** kick

**Dizzy Punch**

**Haymaker (4):** punch



GAME  
STATS

STRENGTH

4

TECHNIQUES

5

CHARISMA

10

SPEED

9

WICKED

5

WAT SKILLS

6

# DAWN MARIE

*Dawn Marie*

Hometown: Woodbridge, NJ Height: 5' 7" Weight: 115 lbs. Year Turned Pro: 1996  
Catch Phrase: "Hi! Look at me!"  
Finisher: Bytch Slap

Don't be fooled by the gorgeous Dawn Marie's seemingly harmless appearance. She can be one nasty Bytch when she wants to be, and she always gets her way. Dawn Marie was originally brought to the ECW by Lance Storm under the name Tammy Lynn Bytch (that's b-y-t-c-h) to be a constant thorn in the side of his former tag team partner Chris Candido, and his fiancée Tammy Lynn Sytch. After driving Candido and Sytch from the ECW, and damn near crazy, Storm focused his antagonistic efforts on Tommy Dreamer by transforming Dawn Marie into his own, personal "Beulah." Dawn Marie is still embroiled in what seems to be an endless feud between her Impact Players versus Dreamer, along with his voluptuous valet, Francine. She never hesitates to prove that she is more wildcat than kitten by throwing down inside of the ring, and out. As long as she gets some time in front of the camera lens, she'll continue to lay it all on the line for Lance Storm and the Impact Players.

## INTERVIEW

**Stacy** - How does it feel to be in a video game?

**Dawn Marie** - Oh it's great. It's fun. Of course I love it. Who wouldn't love it? Wouldn't you like to be in a video game?

**Stacy** - Why should someone play as your character in the game?

**Dawn Marie** - Well that's really easy to answer because I'm really fun. And of course, look at me, don't you want to play with me?

**Stacy** - How long have you been involved in wrestling?

**Dawn Marie** - I've been involved in wrestling for four years. And it doesn't seem that long, because I get to play with Lance. Have you ever seen my Lance?

**Stacy** - I've seen your Lance!

**Dawn Marie** - Ohh, isn't he cute? You wouldn't mind being involved in wrestling, would you?

**Stacy** - How did you get started?

**Dawn Marie** - Many years ago I used to model. I met someone, just some guy that was helping me with posters. He

knew someone who knew someone and it was an accident. And then I saw my Lance and I pursued it. Cause he's really cute. Isn't he cute?

**Stacy** - If you weren't involved in wrestling, what would you be doing now?

**Dawn Marie** - I'd probably still be in college. Trying to get good grades. Actually, I do go to school during the week.

**Stacy** - What other sports have you played?

**Dawn Marie** - When I was in high school I played soccer. It was fun. I got to run a lot. I like to run.

**Quote** - Watch me and Lance!



## **Finisher**

**Tie-up Move; Bytch Slap (6):** left or right; tie-up

## **Trademark**

**Ready Move; Throat Toss (7):** left, right, kick

## **Ready Moves**

**Double Arm Facebuster (9):** up, down, up, tie-up

**Hairgrab Takeover (5):** left, down, kick

**Leg Scissors Stomp (4):** up, down, kick

## **Behind Moves**

**Russian Leg Sweep (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**4 Kick Combo (5):** up, up, punch

**Choke with Boot (4):** up, up, kick

## **Ground Moves**

**From Head; Fujiwara Arm Bar (8):** left, right, down, punch

**From Head; Blatant Choke (7):** left, right, punch

**From Feet; Headbutt to Groin (7):** up, down, kick

**From Side; Leg Drop (6):** up, down, tie-up

## **Running Opponent Moves**

**Tilt-A-Whirl Slam (8):** kick

**Arm Drag (5):** tie-up

## **Running Player Moves**

**Dropkick (6):** kick

## **Turnbuckle Moves**

**Opponent Standing; Body Press (7):** kick + block

**Opponent on Ground; Hollywood**

**Star Press (6):** block

**Opponent on Ground; Driving**

**Elbow (6):** punch + tie-up

## **Tie-up Moves**

**European Uppercut (5):** left or right, punch

**Neckbreaker (4):** left or right, kick

## **Pose**

**Hootchie Dance (0):** kick + tie-up

## **Dizzy Kick**

**Back Heel Kick (4):** kick

## **Dizzy Punch**

**Hit to Groin (4):** punch

GAME  
STATS

STRENGTH

4

TECHNIQUE

5

CHARISMA

10

SPEED

9

RECOVERY

5

MAT SKILL

6

# FRANCINE

*Francine*

Hometown: Philadelphia, PA Height: 5' 7" Weight: 121 Year Turned Pro: 1995  
Catch Phrase: "I'm going to show you how hardcore I can be!"  
Finisher: Bronco Buster

ECW's male competitors always stop dead in their tracks at the sight of Francine. The big question is, "Is this because of her stunning looks or the fact that she will kick all of their asses if they look at her funny?" Over the years, Francine has truly earned her title as "The Queen of Extreme." Not only has this perfect 10 managed numerous wrestlers to every championship attainable in the ECW, she won't hesitate to throw down with any man or woman that pisses her off, inside the ring or out. Currently, Francine has chosen to use her business-savvy mind and action-ready body on behalf of "The Innovator of Violence" Tommy Dreamer, as he continues the struggle of defending the ECW World Tag Team championship with archival Raven. Be it with an inverted DDT or an extremely revealing outfit, Francine commands attention every time she enters the arena.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Francine - Being a manager, I didn't think I would even be in the video game, so it was kind of cool when they said come on down to have my picture taken.

Stacy - Why should someone play as your character in the video game?

Francine - Because I'm the best looking female in this sport and I'm the toughest. Whoever picks me will always win!

Stacy - How long have you been involved in wrestling?

Francine - This is my sixth year. I've been in ECW for the whole six years.

Stacy - How did you get started?

Francine - I went to their school that was in Philadelphia back in '93. I went to wrestling school with three other guys. I was the only girl there. And then once I graduated from there, they gave me a job and I've been working ever since.

Stacy - Were you always interested in wrestling?

Francine - On and off. I'm twenty-seven now and I watched it with my nephews as

they were growing up, but I just watched to be with them. Once I became interested in it, I began to watch to study. Then when I started to go to school, I would watch to learn.

Stacy - If you weren't involved in wrestling, what would you be doing?

Francine - I'd be a nursery school teacher. Anything with children. I love working with kids.

Stacy - What makes the ECW the best federation?

Francine - Part of the reason is because I think our locker room is one of the hardest working locker rooms in the business. Each guy, whether there's an audience of five people or five thousand will go out there and give them 100%. No matter if they're hurt, or whatever happens to whom, everyone shows up to work. Everybody gives 100% every time. Plus when you watch, ours is the most "realistic" that you will find out there. The tables are real, the chairs are real. Others copy off of us. We created it and they stole it.



# PlayStation, Nintendo 64 and Dreamcast Moves

FRANCINE 049

CHAPTER ONE

## Finisher

**Corner Move; Bronco Buster (6):**  
up, up, tie-up

## Trademark

**Tie-up Move; Dreamer DDT (8):**  
left, right, tie-up

## Ready Moves

**Ace Crusher (8):** left, right, down, punch

**Choke (5):** up, down, kick

**Hairgrab Takeover (4):** left, right, kick

**Small Package (4):** left, down, kick

## Behind Moves

**Sleeper (5):** left or right, punch

**Low Blow (4):** left or right, kick

## Ground Moves

**From Feet; Figure 4 Leg Lock (8):**  
left, right, down, kick

**From Side; Leg Drop (6):** up, down, tie-up

**From Feet; Elbow to Groin (6):** up, down, kick

**From Side; Double Stomp (6):** left, up, tie-up

**While running; Leg Drop (5):** kick

**From Head; Blatant Choke (5):** up, down, punch

## Running Player Moves

**Spear (7):** kick

## Turnbuckle Moves

**Opponent Standing; Body Press (7):**  
kick + punch

**Opponent on Ground; Front Flip Senton (9):** tie-up + block

**Opponent on Ground; Hollywood Star Press (7):** block

## Tie-up Moves

**Side Belly to Belly Suplex (6):** left or right, tie-up

**Bulldog (5):** left or right, punch

**Arm Bar (4):** left or right, kick

## Pose

**Wiggle Wiggle (0):** kick + tie-up

## Dizzy Kick

**Back Heel Kick (4):** kick

## Dizzy Punch

**Hit to Groin (4):** punch

PERFORMANCE  
REVIEW  
10/10/10

GAME  
STATS

STRENGTH

7

TECHNIQUE

6

CHARISMA

4

SPEED

7

RECOVERY

5

MAT SKILLS

10

# LITTLE GUIDO

Hometown: Sicily, Italy Height: 5' 9" Weight: 187 lbs. Year Turned Pro: 1991

Catch Phrase: "Shut up ah you facet!"

Finisher: Sicilian Crab

Championships Held: ECW World Tag Team Championship (with Tracy Smothers)

11

The pride of Sicily, Little Guido has not only emerged as the new leader of the FBI (Full Blooded Italians), but as one of the premiere highflying performers in Extreme Championship Wrestling. Guido combines his impressive aerial skills with solid mat wrestling techniques, a strong background in shootfighting, and years of valuable experience gained while competing in Japan. Always accompanied by his associate, the gargantuan Sal E. Graziano, Little Guido is a force to be reckoned with in the ECW.

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Little Guido - Well, this is my 1st video game and it's very exciting and I can't wait to play it. I can't wait to see how my character comes out, to see how my character will look. I hope my character looks good, which I'm expecting it to, like all the other characters will.

Stacy - How long have you been wrestling?  
Little Guido - I've been wrestling for eight years. I went to wrestling school for a year and then did some independent work for a couple of years, then went to Japan. I hooked up with the ECW for the last four years and I am taking it from there.

Stacy - How did you get started wrestling?  
Little Guido - I used to wrestle in school, since the sixth grade. I was captain of the team my senior year in High School and our coach used to make us go up to wrestling camp. When I went up there, one of the coaches was a pro wrestler. I was always into pro wrestling as a kid and I talked to him. He said that when I graduated I should see him and he showed me where there was a school. He would show me the ropes. I paid my money and here I am!

Stacy - If you weren't a wrestler, what would you be?  
Little Guido - A police officer. Or maybe work in the family business. My dad owns a business in the beer industry. Maybe I

would be working as a salesman and run the business. But I'm glad I'm wrestling. This is what I want to do.

Stacy - Is there anyone in the ECW that you fear?

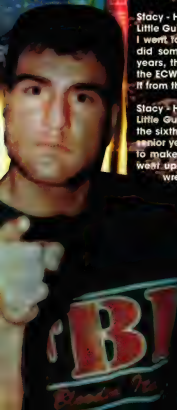
Little Guido - I don't know if fear is the word I want to use. There are a lot of guys in the ECW that I would have a rough time wrestling. There's a lot of crazy guys out there! In this business you can't fear anybody because you have to be ready to take on everybody. It's always the people that you don't WANT to wrestle that you HAVE to wrestle to get to the top. There is always a nervous feeling before every match.

Stacy - What makes the ECW the best federation?

Little Guido - ECW is different. It's a hardcore, more extreme style and it's exciting that people are starting to learn what ECW is and that's what makes it better. I'm part of something that people don't understand just yet. In a couple of years and with the video game showing what we do in the ring, people will understand. The whole world will get to see what we've been doing for the past five years.

Stacy - What other sports have you played?

Little Guido - Football, a little bit of baseball, lacrosse and wrestling. I enjoyed wrestling the most. It's what I like to do. It's what I always did. Wrestling's been part of my life for a while. I always liked pro wrestling. I wrestled in college, and now it's ECW wrestling.





# PlayStation, Nintendo 64 and Dreamcast Moves

## Finisher

**Ground Move; From Feet**

**Sicilian Crab (7):** left, right, up, kick

## Trademark

**Ready Move; Sicilian Drop (9):**

left, right, left, tie-up

## Ready Moves

**Flying Head Scissors (8):** left, right, left, kick

**Hurricanrana (5):** up, down, punch

**Spinal Tap (4):** left, up, kick

**Reverse Fujiwara (4):** left, right, kick

## Behind Moves

**German Suplex (6):** left or right, tie-up

**Reverse DDT (5):** left or right, punch

**Low Blow (4):** left or right, kick

## Corner Moves

**Turnpost Slam (5):** up, up, punch  
**While running; Monkey Flip (5):** kick

## Ground Moves

**From Feet; Ankle Lock (4):** left, right, down, kick

**From Head; Leg Grapevine (7):** up, down, kick

**From Head; Leglock Chokehold (6):** up, down, punch

## Running Player Moves

**Vertical Body Press (8):** tie-up

## Running Opponent Move

**Arm Drag (7):** tie-up

## Turnbuckle Moves

**Opponent Standing; Body Press (7):** kick + block

**Opponent Standing; Missile**

**Dropkick (6):** punch + tie-up

## Tie-up Moves

**Vertical Suplex (6):** left or right, tie-up

**Powerbomb (5):** left or right, punch

**Floatover Suplex (4):** left or right, kick

## Pose

**FBI (0):** kick + tie-up

## Dizzy Kick

**Shuffle Side Kick (4):** kick

## Dizzy Punch

**European Uppercut (4):** punch

WRESTLING  
STATS  
WRESTLING

GAME  
STATS

STRENGTH

8

THURNESS

8

CHARISMA

6

SPEED

4

RECOVERY

5

WAT TUBLES

5

HARDWARE REVISION

# JACK VICTORY

*Jack Victory*  
ECW

Hometown: New Jersey Height: 6' 3" Weight: 320 lbs Year Turned Pro: 1985  
Catch Phrase: "V stands for Victory"  
Finisher: Piledriver

88

Jack Victory is ECW's muscle for hire. It makes no difference if he's acting as a bodyguard or as a hitman, Victory will get the job done - for the right price. He brings with him years of invaluable ring experience, having wrestled in many of the old-school territories, and has been well compensated to attack the likes of Tommy Dreamer and the Original Gangsta, New Jack. In retaliation, New Jack laid Victory up in a Louisiana hospital with a broken leg, a situation he was none too happy about.

Enter Steve Corino, the "King of Old-School Wrestling." Corino realized that a true ring veteran like Victory would be a perfect addition to his stable. Soon after, Victory began to show up at ringside with Corino in a wheelchair, providing advice and interference when needed. But still, the question lingers... Where will Victory's loyalties lie when Corino runs out of cash?

## INTERVIEW

Stacy - How does it feel to be in a video game?

Jack - Awesome. Not Mike Awesome, but awesome.

Stacy - Why should someone play as your character?

Jack - I've been wrestling for seventeen years and I know this business, so if you pick my character you'll probably win.

Stacy - How did you get started?

Jack - I've been watching it ever since I was a little kid. Then I went to a wrestling school in New Jersey and I started in the mid-south in '82.

Stacy - If you weren't a wrestler, what would you be doing?

Jack - Probably something to do with sports. I'm a real big sports fan. I played a lot of sports in high school.

Stacy - Why is the ECW the best federation?

Jack - Because we don't pull no punches! We give our fans what they pay for.

Stacy - Who is your toughest opponent?

Jack - New Jack is awesome. Tommy Dreamer is a very tough guy. Little Spike Dudley, very tough. Everybody is tough in this locker room.

Stacy - What other sports have you played?

Jack - Football and baseball.



## **Finisher**

**Tie-up Move; Piledriver (8):** up, down, punch

## **Trademark**

**Tie-up Move; Front Suplex (6):** left or right, tie-up

## **Ready Moves**

**Shoulderbreaker (8):** left, right, down, kick

**Running Power Slam (7):** left, right, kick

**Pump Kick (6):** left, down, tie-up

**DDT (5):** left, right, punch

**Shortarm Clothesline (4):** left, down, kick

**Knee to Face (4):** left, up, kick

## **Behind Moves**

**Reverse Powerbomb (6):** left or right, tie-up

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Victory Combo (7):** up, down, kick

**Overhead Press (4):** up, up, kick

## **Ground Moves**

**From Side; Mount Punches (7):** left, down, tie-up

**Pretzel (5):** left, up, tie-up

## **Running Opponent Moves**

**Spinebuster (8):** tie-up

**Boot to Face (5):** kick

## **Running Player Moves**

**Flying Back Elbow (5):** kick

## **Turnbuckle Moves**

**Opponent Standing; Bionic Elbow (6):** punch + tie-up

**Opponent on Ground; Fist Drop (6):** punch + tie-up

## **Tie-up Moves**

**Hanging Vertical Suplex (9):** left, right, tie-up

**Big Head Punch (5):** left or right, punch

## **Pose**

**Big V (0):** kick + tie-up

## **Dizzy Kick**

**Boot to Face (4):** kick

## **Dizzy Punch**

**Victory Punch Combo (4):** punch

# GAME STATS

STRENGTH

7

TECHNIQUE

6

CHARISMA

4

SPEED

9

RECOVERY

5

MAT SKILLS

5



MARQUEE REVOLUTION

# JASON

199

Hometown: Europe Height: 5' 10" Weight: 199 lbs. Year Turned Pro: 1990  
Catch Phrase: "I'm the sexiest man alive"  
Finisher: Night Driver  
Championships Held: ECW World Television Championship

## BIO

The self-proclaimed "Sexiest Man on Earth," Jason is the manager of Justin Credible and the chief advisor of the Impact Players. Jason, the former ECW World Television Champion, combines his in-ring experience, wrestling know-how, and "great looks" with every dirty trick in the book to help advance the career of his greatest discovery, Justin Credible and the rest of the Impact Players. Whether using his skilled wrestling prowess, or one of his many slimy, snake-in-the-grass tactics, Jason has proven himself to be a dangerous individual, a valuable addition to the Impact Players roster, and an integral part of Credible's rise to greatness. Underestimate Jason and pay the price!

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Jason - It feels great. It's a dream come true, because that's pretty much what we all worked for all the years. It's kinda like making it big!

Stacy - Why should someone play as your character in the game?

Jason - I think because I'm a really colorful character and I've got quite a few good moves that I've had them display.

Stacy - How long have you been involved in wrestling?

Jason - Seventeen years.

Stacy - How did you get started?

Jason - Like anyone else, I was a big fan. I was always an athlete and always into martial arts. I used to study it and teach it and I always wanted to be a wrestler. Wrestling is cool and I just started. I took some small chances and worked in Japan. Six years ago I started with ECW.

Stacy - Were you always a wrestling fan?

Jason - Always! Ever since I can remember.

Stacy - If you weren't a wrestler, what would you be doing now?

Jason - Probably wishing I was a wrestler!

Stacy - Who is your toughest opponent?

Jason - My toughest opponent would probably be Sabu, who I also wrestled in Japan.

Stacy - What makes the ECW the best federation?

Jason - Well, I think we're more like a family here and a lot of us have been here since the very beginning. I feel like, for myself, almost like I own a part of the company because I've been here since we were really small and were struggling just to make it. It's almost like seeing a plant grow and I had a lot to do with planting it and taking care of it, so to me, my heart's here. It's like a home.

Stacy - You've seen a lot of changes.

Jason - I remember in the beginning, we were only on television on Wednesdays. We had a good time slot, about 6 or 6:30 on Sports Channel in Philadelphia, but that was about it. Later on we got the MSG deal and all the other deals. I've been here when we would only draw fifty people. I've seen it all here. Big changes. It was a team effort. From the people at the ticket gate, to all the guys and girls in the locker room, to the referees, the bookers, Paul Heyman himself. They all had something to do with it. It was a total team effort.

Stacy - What other sports have you played?

Jason - I've been active in martial arts for thirty years. I started when I was six years old and I've stuck with it. I played soccer in high school. Also weight lifting and body building.

# PlayStation, Nintendo 64 and Dreamcast Moves

ECW JASON 055

CHAPTER ONE

## **Finisher**

**Ready Move; Night Driver (8):** left, right, left, punch

## **Trademark**

**Ready Move; Enziguri (7):** left, right, kick

## **Ready Moves**

**Snap Suplex (6):** up, down, tie-up

**Pumpkick (5):** left, right, punch

**Snappare (4):** up, down, kick

**Kneebreaker (4):** left, up, kick

## **Behind Moves**

**High Angle Belly Back Suplex (7):**

left, down, kick

**Russian Leg Sweep (6):** left or right, tie-up

**Front Russian Leg Sweep (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Tree of Woe (5):** up, up, tie-up

## **Ground Moves**

**From Feet; Deathlock (9):** left, right, up, kick

**From Feet; Figure 4 Leg Lock (8):** left, right, down, kick

## **Running Player Moves**

**Flying Back Elbow (7):** kick

## **Running Opponent Moves**

**Arm Drag (5):** kick

## **Turnbuckle Moves**

**Opponent Standing; Body Press (7):**

kick + block

**Opponent on Ground; Driving**

**Elbow (6):** punch + tie-up

## **Tie-up Moves**

**Hanging Vertical Suplex (8):** left, up, punch

**Tiger Driver Slam (6):** left or right, tie-up

**Inverted Atomic Drop (5):** left or right, punch

**Backbreaker (4):** left or right, kick

## **Pose**

**Two Arm Side Flex (0):** kick + tie-up

## **Dizzy Kick**

**Sweep (4):** kick

## **Dizzy Punch**

**Thrust to Throat (4):** punch



GAME  
STATS

STRENGTH

5

TOUGHNESS

4

CHARISMA

6

SPEED

9

RECOVERY

7

FIGHT SKILLS

8

# JAZZ

Hometown: New Orleans, LA Height: "Come and find out!" Weight: "Are you crazy?" Year Turned Pro: 1999  
Catch Phrase: "Throw down in Jazz town!"  
Finisher: Jazz Slinger

## DO

Jazz isn't just the best female athlete in the ECW, she's one of the best athletes in professional wrestling today. This fierce rookie came to Extreme Championship Wrestling as a bodyguard of sorts for Justin Credible and Jason. Jazz quickly found out what the Impact Players are all about when Jason attacked her at a match in New York City after she attempted to stop him from jumping Jerry Lynn. True to her competitive spirit, Jazz challenged Jason to a match at Heatwave '99 and beat him up and down the aisle using an impressive combination of brute strength and raw speed for her first big ECW victory. Since then, Jazz has been building her already formidable roster of moves, making her a menace to everybody in the ECW that crosses her path, men and women alike.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Jazz - Very, very exciting! Very exciting!

Stacy - How long have you been wrestling?

Jazz - Two years.

Stacy - How did you get started wrestling?

Jazz - One day, out of the blue, a friend of mine asked me to go and try out and I tried and I liked it and I've been with it ever since. Just like that.

Stacy - If you weren't a wrestler, what would you be doing?

Jazz - Something involving entertainment.

Stacy - Why is the ECW the best federation?

Jazz - The atmosphere. Everybody's like a family there. They treat everyone the same. There's no one that's higher than the other. That's why I like it.

Stacy - Who is your toughest opponent?  
Jazz - Jason! Say good-night!

Stacy - What other sports have you played?

Jazz - Basketball, softball, track.



## **Finisher**

**Ready Move; Jazz Stinger (6):** up, down, tie-up

## **Trademark**

**Corner Move; Flying Swinging DDT (7):** up, down, kick

## **Ready Moves**

**One Arm Slam (9):** left, right, down, tie-up

**Drop Toe Hold (5):** left, down, kick

**Snapmare (5):** up, down, punch

**Crucifix (4):** left, up, kick

## **Behind Moves**

**Bulldog (6):** left or right, tie-up

**Sleeper (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Bronco Buster (6):** up, up, tie-up

**While Running; Monkey Flip (4):** tie-up

## **Ground Moves**

**From Feet; Fist to Groin (6):** up, down, kick

**From Feet; Headbutt to Groin (8):** left, down, kick

## **Running Player Moves**

**Cross Body Block (7):** tie-up

## **Running Opponent Moves**

**Ball Breaker (8):** tie-up

**Drop Kick (5):** kick

## **Turnbuckle Moves**

**Opponent Standing; Body Press (7):**

kick + block

**Opponent on Ground; Splash (7):**

kick + block

## **Tie-up Moves**

**Samoan Drop (6):** left or right, tie-up

**Bulldog (5):** left or right, punch

**Arm Bar (4):** left or right, kick

## **Pose**

**Shimmy Dance (0):** kick + tie-up

## **Dizzy Kick**

**Dropkick (4):** kick

## **Dizzy Punch**

**Grab Head and Punch (4):** punch

GAME  
STATS

STRENGTH

6

TOUGHNESS

6

CHARISMA

6

SPEED

6

RECOVERY

7

FIGHT SKILLS

8

HARDWARE REVOLUTION

# NOVA

Hometown: Silicon Valley Height: 5' 10" Weight: 220 lbs. Year Turned Pro: 1991  
Catch Phrase: "Those other guys might be good, but I'm super!"  
Finisher: Kryptonite Krunch

11

Nova was initially brought to ECW by Raven to become a lackey in his nest, but soon broke free as a founding member of the Blue World Order. There, Nova was able to develop and perfect a roster of moves that is as innovative as it is impressive. With a fresh, funky outlook, an intense wrestling style and a repertoire of lightning fast ring skills too long to list, it was only a matter of time before Nova crossed paths with Chris Chetti, his current tag team partner. Although they don't always see eye-to-eye, these two young ECW superstars have combined to form one of the most exciting tag teams in professional wrestling today. Alone, or in tag team competition, Nova is poised to shoot straight to the top of ECW.

## INTERVIEW

Slacy - How does it feel to be in a video game?

Nova - It feels kind of weird, considering I grew up playing video games. I thought it would be cool to be in a game one day, so now, after being in the ECW for a couple of years, it looks like it's going to happen. It'll be neat.

Slacy - Nova, why should someone play as your character?

Nova - Quite simply because I am the most innovative wrestler on the planet and if you want to see something new and different, then you will pick my character. And I guarantee that you'll win the game!

Slacy - How long have you been wrestling?

Nova - Seven years.

Slacy - How did you get started wrestling?

Nova - I got started on a luke! My friend went to a wrestling school in New Jersey. I used to go with him and just watch him and finally one day I said, why not? I can do this. So I went to school, I had a full time job and I was going to wrestling school on the side. Three years later, in 1995, I had the chance to go to ECW.

Slacy - If you weren't a wrestler, what would you be?

Nova - I have a degree in mathematics. I would either be a teacher or in research and development somewhere.

Slacy - Is there anyone in the ECW that you fear?

Nova - No. Probably they should fear me because if I don't have the move to beat them, then it hasn't been made

yet and I'm sure that I could come up with something that could beat anyone in the ECW!

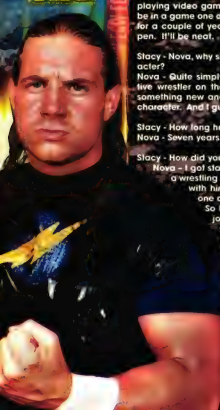
Slacy - What makes the ECW the best federation?

Nova - Probably because we are the equivalent of the Rocky Horror Picture Show when it comes to sports entertainment. We are the most fan interactive. We feed off the fans and the fans feed off of us. You can't get that excitement anywhere else. Soon, people are going to see how we revolutionized wrestling. Five years ago Paul E. had a vision and he got the wrestling revolution started again.

Slacy - What other sports have you played?

Nova - A little bit of wrestling in high school, some baseball. Track and field - I threw the discus, shot and javelin in college. Mostly I was a loner and I kept to myself.

Quote - Nothing could have prepared me for pro wrestling. I don't care what sport you come from, I don't care how good an athlete you are. If you think you are going to become a wrestler, then you go out and try it, it will be the toughest thing you'll ever do! You have to remember that the shows on TV about wrestling schools are made for on-camera. They are not going to show what it is really like. It is ten times harder than they show. It is the hardest thing that anyone can try. When people say they want to be in the ECW, I tell them that even if they are 100% dedicated, the odds are slim. There are currently 250 professional athletic wrestlers who make a living in the world of professional wrestling in the United States, whereas there are 2000 athletes that make their living in the NFL, and you know how hard it is to get to that level.



# PlayStation, Nintendo 64 and Dreamcast Moves

NOVA **059**

CHAPTER ONE

## **Finisher**

**Tie-up Move; Kryptonite Krunch (9):**  
up, down, tie-up

## **Trademark**

**Ready Move; Deep Impact (9):**  
up, down, up, tie-up

## **Ready Moves**

**Sitdown Slam (8):** left, right, left,  
punch

**Novacaine (7):** up, down, kick

**Front Back Breaker (6):** left, right,  
tie-up

**Snapmare (4):** left, right, kick

## **Behind Moves**

**Reverse Brain Buster (9):** up,  
down, tie-up

**Bulldog (6):** left or right, tie-up

**Front Russian Leg Sweep (5):** left  
or right, punch

**Prawn Hold (4):** left or right, kick

## **Corner Moves**

**Rocker Dropper (5):** up, up, punch

## **Ground Moves**

**From Side; Senton Splash (7):** up,  
down, tie-up

**While Running; Quick Leg Drop  
(5):** kick

**From Feet; Leaf (5):** left, right, kick

**From Side; Axhandle Smash (4):**  
left, right, tie-up

## **Running Opponent Moves**

**Arm Drag (6):** tie-up

## **Turnbuckle Moves**

**Opponent on Ground; Frog Splash (8):**  
tie-up + block

## **Tie-up Moves**

**Flying Back Elbow (7):** tie-up

**Side Neck Buster (6):** left or right,  
tie-up

**Fisherman Suplex (5):** left or right,  
punch

**Inverted Atomic Drop (4):** left or  
right, kick

## **Pose**

**That's All (0):** kick + tie-up

## **Dizzy Kick**

**Jump Kick (4):** kick

## **Dizzy Punch**

**Haymaker (4):** punch

GAME  
STATS

STRENGTH  
7

TECHNIQUE  
8

CHARISMA  
7

SPEED  
6

RECOVERY  
4

WRESTLING  
7

HARDCORE REVOLUTION

# AMISH ROADKILL

HomeTown: Lancaster, PA Height: 6' 0" Weight: 300 lbs. Year Turned Pro: 1997  
Catch Phrase: "Chicken!"  
Finisher: Splash

38

Straight from the foothills of Pennsylvania comes the massive Roadkill, the world's first Amish professional wrestler. In between his time raising barns in PA and breaking bodies in ECW, Roadkill made a stop at ECW's House of Hardcore Wrestling School, where he learned how to use his 300 pound frame to his advantage in the ring. Since graduating, the "Angry Amish Chicken Plucker" has mastered an impressive roster of moves, highlighted by a devastating top rope splash!

Even stranger than a 300 pound Amish behemoth tearing up ECW, is the tag team partner he has chosen, the outspoken Dastardly Danny Doring. Roadkill, in his full Amish garb and one word vocabulary "Chickens," would appear to be the polar opposite of the flashy, brash Doring. Yet the two work in tandem like one well-oiled machine, running through the ECW tag team ranks. Whether alone or matched up with Doring, the Angry Amish Roadkill is a sight to behold in ECW.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Roadkill - Chickens!

Danny Doring - Let me answer for RK. I think that he will really enjoy seeing himself in a video game. I know that he doesn't play video games all that much, he's Amish.

Stacy - Why should someone play as Roadkill's character in the game?

Danny Doring - Well, he's been developing a kind of a cult following the last couple of months. People should play as his character if they enjoy the whole "chickens" thing. Otherwise the reason to play as Roadkill is because he can do a bunch of power moves, that's his appeal.

Stacy - Do you know how long he's been wrestling?  
Danny Doring - He's been wrestling for just about three years.

Stacy - How did he get started wrestling?  
Danny Doring - He got started at the House of Hardcore, training with me and Chetti.

Stacy - Was he always a wrestling fan?  
Danny Doring - Roadkill was always a huge wrestling fan.

Stacy - If he wasn't a wrestler, what do you think he'd been doing?

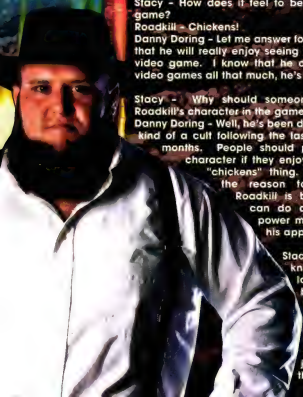
Danny Doring - He'd probably have some kind of a hard labor job, masonry work, construction or farming.

Stacy - Who would you say is his toughest opponent?

Danny Doring - He's had a couple of single matches with Sabu. You know, with the tables and the chairs. He would have to say Sabu.

Stacy - For Roadkill, what makes the ECW the best federation?

Danny Doring - Well, we all started off together so we have a strong bond to the ECW. Besides, Roadkill can be Roadkill. If he was anywhere else I don't know if they would let him be himself. He's got a lot of freedom here to express himself, his charisma and his moves. He's loyal.





## **Finisher**

**Turnbuckle Move, Opponent on Ground; Splash (7):** kick + block

## **Trademark**

**Ready Move; Running Power Bomb (8):** up, down, up, tie-up

## **Ready Moves**

**Fall Forward Powerbomb (8):** left, down, punch

**Running Power Slam (7):** up, down, kick

**Side Belly to Belly Suplex (6):** left, right, tie-up

**Tiger Driver (5):** left, up, punch

**Crucifix Drop (4):** left, up, kick

**Hurricanrana (4):** left, down, kick

## **Behind Moves**

**Reverse Powerbomb (8):** left, right, punch

**Pump Handle Slam (7):** up, down, kick

**Full Nelson Slam (5):** left or right, punch

**Headbutt (4):** left or right, kick

## **Corner Moves**

**Top Rope Superplex (6):** up, up, tie-up

**While Running; Splash (5):** kick

## **Ground Moves**

**From Head; Chicken Choke (7):** up, down, punch

**From Head; Stump Puller (5):** left, right, punch

## **Running Opponent Moves**

**Powerslam (9):** tie-up

## **Turnbuckle Moves**

**Opponent on Ground; Senton Bomb (6):** punch + tie-up

## **Tie-up Moves**

**Bearhug Slam (6):** left or right, tie-up

**Powerbomb (5):** left or right, punch

**Sideslam (4):** left or right, kick

## **Pose**

**Chicken Choke (0):** kick + tie-up

## **Dizzy Kick**

**Boot to Face (4):** kick

## **Dizzy Punch**

**Grab Head and Punch (4):** punch

GAME  
STATS

STRENGTH

6

TOUGHNESS

4

CHARISMA

7

SPEED

8

RECOVERY

6

MAT SKILLS

8

# SUPER CRAZY

Hometown: Tullanlancingo, Hidalgo, Mexico Height: 1.75 m Weight: 90 kilos Year Turned Pro: 1991  
Catch Phrase: "Yo soy Super Crazy. El luchador mas loco!"  
Finisher: Moonsault

Super Crazy has lived up to his billing as the "Insane Luchador" during his time with ECW. After years of flying through the Mexican skies like a madman, Crazy finally landed stateside with Extreme Championship Wrestling and hasn't looked back since. Crazy has proven time and again that he is truly one of wrestling's most daring high-flyers, landing on his feet after moves that would cripple a cat. Since joining ECW, Crazy has augmented his already impressive roster of springboard moves learned and perfected in Mexico with more brutal American moves like the powerbomb and piledriver. More dangerous than ever, Super Crazy continues to contort his body to wow the fans and beat the competition.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Super Crazy - It feels great. I'm real happy about being in a video game.

Stacy - How long have you been wrestling?

Super Crazy - Eight years.

Stacy - How did you get started?

Super Crazy - I had an older brother that was wrestling. He's the one that basically showed me the ropes and taught me wrestling.

Stacy - If you weren't a wrestler, what would you be doing?

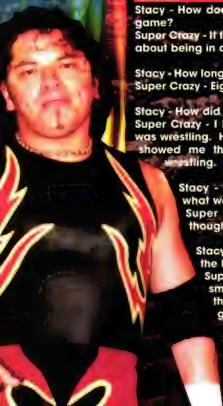
Super Crazy - Studying, even though I don't like it much.

Stacy - What makes the ECW the best federation around?

Super Crazy - Because it's a small, harder federation. The things we do are just outrageous.

Stacy - What other sports do you play?

Super Crazy - My passion is soccer.



## **Finisher**

**Turnbuckle Move, Opponent on Ground; Moonsault (8):** block

## **Trademark**

**Tie-up Move; Powerbomb (7):** left, right, kick

## **Ready Moves**

**Sit Down Slam (7):** left, up, kick

**Enziguri (6):** up, down, tie-up

**Flying Head Scissors (5):** up, down, punch

**Small Package (5):** left, right, tie-up

**Single Arm DDT (5):** left, right, punch

**Hurricanrana (4):** left, down, kick

**Crucifix (4):** up, down, kick

## **Behind Moves**

**Reverse DDT (6):** left or right, tie-up

**Victory Roll (4):** left or right, kick

## **Corner Moves**

**Springboard Dropkick (5):** left, left, punch

## **Ground Moves**

**From Feet; Prawn Hold (8):** left, right, punch

**From Side; Bow + Arrow**

**Backbreaker (6):** left, down, tie-up

**From Head; La Magistral (4):** left, up, punch

## **Running Player Moves**

**Running Head Scissors (7):** tie-up

## **Running Opponent Moves**

**Tilt-A-Whirl Slam (8):** kick

## **Turnbuckle Moves**

**Opponent on Ground; Somersault**

**Leg Drop (9):** kick + punch

**Opponent on Ground; Turn Around**

**Moonsault (7):** kick + block

**Opponent Standing; Hurricanrana (6):** punch + tie-up

## **Tie-up Moves**

**Reversal DDT (5):** left or right, punch

## **Pose**

**Crazy Up (0):** kick + tie-up

## **Dizzy Kick**

**Crazy Spin Kick (4):** kick

## **Dizzy Punch**

**Inside Forearm (4):** punch

HARDWARE  
REVOLUTION  
9/2/00

# GAME STATS

STRENGTH

7

TECHNIQUE

6

CHARISMA

4

SPEED

7

RECOVERY

8

WRESTLING

7

# SIMON DIAMOND



Hometown: South Bend, IN Height: 6' 1" Weight: 225 lbs. Year Turned Pro: 1991  
Catch Phrase: "Simon Says!"  
Finisher: Simonizer

## III

It is extremely rare that an athlete like Simon Diamond comes along. Thank God! Diamond is unique in that only his astounding cockiness and big mouth outdo his rock solid technical skills and amazing aerial abilities. Diamond believes that it is the duty of everyone in the ECW to do whatever "Simon Says." As a result of this pompous attitude, Diamond has put himself squarely in the crosshairs of many ECW competitors. Luckily, he is able to back up his talk with his impressive wrestling ability. If Diamond would place less emphasis on talking and concentrate more on what happens inside of the ring, he could develop into one of the most dangerous men in professional wrestling. Just make sure Simon says!

## INTERVIEW

Stacy - How does it feel to be in a video game?

Simon - It's quite exciting to say the least. When you're a kid you always dream of being on television, so obviously being in a video game is just as big as that.

Stacy - How long have you been wrestling?

Simon - Seven and a half years.

Stacy - How did you get started wrestling?

Simon - I was working for a soda company. One of the guys in the warehouse was a wrestler and we just began talking one day. I had always loved wrestling. My baseball career was over and I needed something to bide my time, so I became a wrestler.

Stacy - If you weren't a wrestler, what you be?

Simon - When I was a kid I thought that I was going to be a catcher for the Yankees, but that didn't work out. I imagine if I wasn't a wrestler, I would probably still be bartending or I'd have a 9-5 job behind a desk and I would hate it.

Stacy - What makes the ECW the best federation?

Simon - Because ECW is wrestling. In today's wrestling, there is not much actual wrestling, but in ECW there is still the actual athleticism of wrestling. And to me, Simon Diamond, being an 'athletic wrestler,' that's good. So, that's the best thing to me about the ECW. ECW still showcases that the major focal point is still the actual wrestling product.

Stacy - Is there anyone in the ECW that you fear?

Simon - Simon fears no one. Simon respects everyone, but Simon fears no one.



## **Finisher**

**Tie-up Move; Simonizer (9):** left, right, punch

## **Trademark**

**Tie-up Move; Simon Series (8):** left, up, tie-up

## **Ready Moves**

**Wrap Around DDT (8):** left, right, up, punch

**Double Arm DDT (8):** up, down, up, punch

**Snap Suplex (7):** left, right, kick

**Spinning Neck Breaker (5):** up, down, punch

**Small Package (4):** left, down, kick

**Crucifix (4):** left, up, kick

**Drop Toe Hold (4):** up, down, kick

## **Behind Moves**

**Russian Leg Sweep (6):** left or right, tie-up

**Rolling Prawn (5):** left or right, punch

**Octopus Hold (4):** left or right, kick

## **Ground Moves**

**While Running; Quick Leg Drop (7):** kick

**From Head; Blatant Choke (5):** left, right, punch

**From Side; Leg Drop (5):** up, down, tie-up

## **Running Player Moves**

**Dropkick (6):** kick

## **Running Opponent Moves**

**Spinebuster (9):** kick

## **Turnbuckle Moves**

**Opponent Standing; Hurricanrana (7):** kick + block

**Opponent Standing; Missile Dropkick (6):** punch + tie-up

## **Tie-up Moves**

**Standing Dropkick (6):** left or right, tie-up

**Samoa Drop (5):** left or right, punch

## **Pose**

**The Thinker (0):** kick + tie-up

## **Dizzy Kick**

**Drop Kick (4):** kick

## **Dizzy Punch**

**European Uppercut (4):** punch



# GAME STATS

STRENGTH  
**7**

TECHNIQUE  
**6**

CHARISMA  
**4**

SPEED  
**7**

RECOVERY  
**7**

WRESTLING  
**8**

# TRACY SMOTHERS

Hometown: Nashville, Italy Height: 6' 1" Weight: 227 lbs.  
Catch Phrase: "What's amata you?"  
Finisher: Pumphandle Slam  
Titles Held: ECW World Tag Team Championship (with Little Guido)

Allegedly hailing from "Nashville," Italy, Tracy Smothers is one of the most seasoned veterans in Extreme Championship Wrestling, having grappled for various promotions all over the world. During his time with ECW, he tagged with "fellow Italian" Little Guido to comprise the FBI, or Full Blooded Italians. Together, the FBI ascended through the tag team ranks, and eventually became the ECW World Tag Team Champions. Now Smothers is back in ECW. With years of wrestling experience behind him, he may once again call himself an ECW champion

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Smothers - I don't care, but my son will like it.

Stacy - Why should someone play as your character?

Smothers - Because I am a wild-eyed southern boy and I can kick anyone's ass!

Stacy - How long have you been wrestling?

Smothers - Too long man, you know what I mean?

Stacy - How did you get started wrestling?

Smothers - Hung around matches 'til I got noticed. They tried to throw me out and I wupped that wrestler. The rest of the boys said, "Let's get him in!"

Stacy - Were you always a wrestling fan?

Smothers - Yes.

Stacy - If you weren't a wrestler, what would you be doing now?

Smothers - Playing or coaching football, or a pro-golfer.

Stacy - Who is your toughest opponent?

Smothers - They all try to be me to death!

Stacy - What makes the ECW the best federation?

Smothers - The boys, man. The boys are the best. They're rebels all around.

Stacy - What other sports have you played?

Smothers - Football, wrestling, golf.



## **Finisher**

**Behind Move; Pumphandle Slam (7):**

left, right, kick

## **Trademark**

**Turnbuckle Move, Opponent Standing; Tennessee Jawbreaker (8):**

tie-up + block

## **Ready Moves**

**Shoulderbreaker (7):** up, down, kick

**Enziguri (7):** left, right, kick

**Spinal Tap (5):** left, right, punch

**Fireman's Carry (4):** left, up, kick

**Kneebreaker (4):** left, down, kick

## **Behind Moves**

**Reverse Brainbuster (9):** up, down, tie-up

**High Angle Belly to Back Suplex (8):**

left, right, punch

**Atomic Drop (5):** left or right, punch

**Prawn Hold (4):** left or right, kick

## **Corner Moves**

**Turnpost Slam (5):** up, up, punch

**Quick Leg Drop (6):** kick

**STF (6):** up, down, kick

## **Running Player Moves**

**Cross Body Block (6):** tie-up

## **Running Opponent Moves**

**Sidewalk Slam (5):** tie-up

## **Turnbuckle Moves**

**Opponent on Ground; Leg Drop (7):**

kick + block

## **Tie-up Moves**

**Hanging Vertical Suplex (8):** left, right, punch

**Standing Dropkick (6):** left or right, tie-up

**Three Knee Combo (5):** left or right, punch

**Backbreaker (4):** left or right, kick

## **Pose**

**FBI Dance (0):** kick + tie-up

## **Dizzy Kick**

**Shuffle Side Kick (4):** kick + tie-up

## **Dizzy Punch**

**Tornado Punch (4):** punch

# GAME STATS

STRENGTH

5

TECHNIQUE

10

CHARISMA

6

SPEED

6

RECOVERY

9

WRESTLING SKILLS

3

# LITTLE SPIKE DUDLEY

Hometown: Dudleyville Height: 5' 7" Weight: 155 lbs. Year Turned Pro: 1994  
Catch Phrase: "Got Acid?"  
Finisher: The Acid Drop  
Championships Held: ECW World Tag Team Championship (with Balls Mahoney)

Little Spike Dudley has become the proverbial David to the many Goliaths that loom large in the ECW. Since the beginning of his legendary career, LSD has made a habit of defeating opponents that are three times his size - literally! What Spike lacks in size, he more than makes up for in heart. He will back down from no challenge! His attitude, combined with his high-flying aerial attacks, has led to victories over almost every big man in professional wrestling today. Whether driven by bravery, insanity or just plain stupidity, this little giant killer from Dudleyville always gets his man!

## INTERVIEW

Stacy - How does it feel to be in a video game?

Spike - It's cool. It's neat. It feels like I've achieved some level of notoriety.

Stacy - How long have you been wrestling?

Spike - I started training in '93, so six years.

Stacy - How did you get started wrestling?

Spike - I saw a commercial for a wrestling school. Since I was so small I said that I would go in and try to be a referee or a manager. They start training refs the same way they teach the wrestlers, like how to take falls. My instructor said I was pretty good at it and did I ever think of being a pro wrestler? I said that at my size I wouldn't be able to do it. But he said, "The hell with that, go for it if you want to." I did and here we are!

Stacy - If you weren't a wrestler, what would you be?

Spike - An elementary school teacher.

Stacy - Who is your toughest opponent?

Spike - New Jack!

Stacy - Why is the ECW the best federation?

Spike - The guys give it everything they've got every night.

Stacy - What other sports have you played?

Spike - Football, baseball, volleyball, hockey, handball. I like sports and I've done quite a bit.



# PlayStation, Nintendo 64 and Dreamcast Moves

LITTLE SPIKE DUDLEY 069

CHAPTER ONE

## **Finisher**

**Corner Move; Acid Drop (7):** left, right, kick

## **Trademark**

**Corner Move; Swinging Bulldog (7):** up, down, kick

## **Ready Moves**

**Rocker Dropper (8):** left, right, up, punch

**Hurricanrana (6):** up, down, tie-up

**Drop Toe Hold (4):** up, down, kick

**Japanese Arm Drag (4):** left, up, kick

**Small Package (4):** left, down, kick

## **Behind Moves**

**Front Russian Leg Sweep (6):** left or right, tie-up

**Russian Leg Sweep (5):** left or right, punch

**Ab Stretch (4):** left or right, kick

## **Corner Moves**

**Rocker Dropper (7):** left, down, kick

## **Ground Moves**

**From Side; Pinning Splash (9):** up, down, up, tie-up

**From Feet; STF (5):** left, right, kick

## **Running Player Moves**

**Tackle with Punches (8):** tie-up

## **Running Opponent Moves**

**Arm Drag (5):** tie-up

## **Turnbuckle Moves**

**Opponent Standing; Hurricanrana (7):** kick + block

**Opponent on Ground; Splash (7):** kick + block

**Opponent Standing; Dropkick (6):** punch + tie-up

## **Tie-up Moves**

**Bulldog (6):** left or right, tie-up

**Three Knee Combo (5):** left or right, punch

**Neck Breaker (4):** left or right, kick

## **Pose**

**Get Through Me First (0):** kick + tie-up

## **Dizzy Kick**

**Mafia Kick (4):** kick

## **Dizzy Punch**

**Forearm Shots (4):** punch

GAME  
STATS

STRENGTH

7

TUGHNESS

5

CHARISMA

4

SPEED

6

RECOVERY

7

WRESTLING  
SKILLS

7

# TONY DeVito

Hometown: New York City Height: 5' 11" Weight: 245 lbs. Year Turned Pro: 1992  
Catch Phrase: "I'm DeVito and we're The Baldies!"  
Finisher: Oklahoma Stampede

## BIO

For a long time in ECW, the biggest impact Tony DeVito made was his head hitting the mat just before getting pinned! That is, until he took it back to the streets with Angel and formed ECW's most rebellious and most dangerous group, The Baldies. Having grown up on the hard streets of New York City, DeVito has developed a unique style of wrestling that incorporates aerial attacks and basic street brawling for a devastating combination of moves. DeVito and the rest of The Baldies have already developed an impressive list of enemies, including the Original Gangsta New Jack, the Chair Swinging Freaks, Balls Mahoney and Axl Rotten. Through DeVito's experienced leadership, The Baldies hope to continue to carve their niche of violence in the ECW.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Tony - I think it's really cool, you know, it's the first game I've ever been in. It's a pretty big rush and I can't wait to play it!

Stacy - Why should someone play as your character in the game?

Tony - Because I feel I'm a bad ass basically and anyone who wants to feel what it's like to be a bad ass will choose my character.

Stacy - How long have you been wrestling?  
Tony - Since 1992.

Stacy - How did you get started?

Tony - Me and my friend had always talked about it. We found out about a school and the rest is history.

Stacy - Were you always a wrestling fan?

Tony - Since I was about 12 years old. I started watching it when Hulk Hogan won the belt for the first time in 1984, in January. I've been a fan ever since.

Stacy - If you weren't a wrestler, what would you be doing now?

Tony - I really can't see myself doing anything else but wrestling. That's my life, that's what I love to do.

Stacy - Who is your toughest opponent?

Tony - I'd say right now, we've got Balls and we've got New Jack. They're pretty tough but we took them out! We faced Raven and Dreamer a few times and we have yet to really settle that score. They're all tough in their own way, so, I can't singly pick out one. New Jack had a reputation, but we basically put an end to that.

Stacy - What makes the ECW the best federation?

Tony - We are the hardest workers in the business, without a doubt. What makes it the best is that we go out there and we wrestle and that's the key to it - wrestling.

Stacy - What other sports have you played?

Tony - I was a wrestler in high school. I played baseball and soccer when I was younger, but I always loved wrestling.





## Finisher

**Corner Move; Oklahoma**

**Stampede (7):** up, down, kick

## Trademark

**Tie-up Move; Front Brainbuster (7):**

left, right, kick

## Ready Moves

**One Arm Slam (8):** up, down, up, punch

**Double Arm DDT (8):** up, down, down, punch

**Gutwrench Suplex (7):** up, down, kick

**Running Powerslam (7):** left, right, kick

**Ball Breaker (5):** left, right, punch

**Hurricanrana (5):** up, down, punch

**Flying Head Scissors (4):** left, down, kick

## Behind Moves

**Reverse DDT (6):** left or right, tie-up

**Cobra Clutch (5):** left or right, punch

**Victory Roll (4):** left or right, kick

## Ground Moves

**From Head; Short Arm Scissor (7):**

left, right, punch

**From Side; Leg Drop (5):** up, down, tie-up

## Turnbuckle Moves

**Opponent Standing; Missile**

**Dropkick (6):** punch + tie-up

**Opponent on Ground; Kamikazi**

**Headbutt (6):** punch + tie-up

## Tie-up Moves

**Hanging Vertical Suplex (9):** up, down, tie-up

**Floatover Suplex (6):** left or right, tie-up

**Powerbomb (5):** left or right, punch

**Northern Lights (4):** left or right, kick

## Pose

**Flip Off (0):** kick + tie-up

## Dizzy Kick

**Dropkick (4):** kick

## Dizzy Punch

**Alfonso Combo (4):** punch

GAME  
STATS

STRENGTH

6

TOUGHNESS

8

CHARISMA

4

SPEED

9

RECOVERY

4

WRESTLING  
SKILLS

8

# TAJIRI

Hometown: Japan Height: 5' 8" Weight: 180 lbs. Year Turned Pro: 1995  
Finisher: Hanging Brainbuster  
Catch Phrase:

アメリカなんか  
大した事ねえよ

80

Yoshihiro Tajiri is one of the most lethal and explosive competitors in Extreme Championship Wrestling. Having cut his teeth, and kicked in those of his opposition in Japan, there is a strong eastern influence that can be seen in Tajiri's wrestling style. He has devastatingly quick judo-style kicks. Tajiri, a/k/a the "Japanese Buzzsaw," has also used his unmatched speed and agility to formulate an impressive roster of high-risk luchador moves, in addition to his already formidable scientific mat skills. In fact, Tajiri's only glaring weakness is his alignment with "Mr. Old School," Steve Corino, who has used Tajiri as the fall guy for his big mouth on more than one occasion. With a lethal arsenal like Tajiri's, even Corino might not be able to hold him back for long.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Tajiri - I am very happy about being in a video game. I am very pleased with the game.

Stacy - How long have you been wrestling?

Tajiri - Eight years.

Stacy - How did you get started?

Tajiri - From my brother who is a wrestler.

Stacy - If you weren't a wrestler, what would you be doing?

Tajiri - Studying economics.

Stacy - What other sports do you play?

Tajiri - I play soccer.



# PlayStation, Nintendo 64 and Dreamcast Moves

TAJIRI 073

CHAPTER ONE

## Finisher

**Tie-up Move; Hanging Brainbuster (8):** left, right, punch

## Trademark

**Ready Move; Double Face Kick (7):** left, up, kick

## Ready Moves

**Reverse Tiger (7):** left, down, kick

**Superkick (6):** left, down, tie-up

**Pump Kick (5):** up, down, punch

**Hurricanrana (5):** left, right, punch

**Enziguri (5):** left, up, punch

**Japanese Arm Drag (4):** up, down, kick

## Behind Moves

**Dragon Suplex (8):** up, down, punch

**German Suplex (6):** left or right, tie-up

**Octopus Hold (5):** left or right, punch

**Victory Roll (4):** left or right, kick

## Corner Moves

**Hurricanrana (7):** up, down, kick

**Baseball Slide (6):** up, up, tie-up

**4 Kick Combo (5):** left, right, kick

## Ground Moves

**From Head; Stranglehold Gamma (9):** up, down, up, tie-up

**From Side; Double Stomp (4):** up, down, tie-up

## Turnbuckle Moves

**Opponent on Ground; Moonsault (8):** block

## Tie-up Moves

**Reversal DDT (7):** up, down, kick

**Roundhouse Kicks (6):** left or right, tie-up

**Double Underhook Suplex (4):** left or right, kick

## Pose

**Kick and Look (0):** kick + tie-up

## Dizzy Kick

**Tajiri Spin Kick (4):** kick

## Dizzy Punch

**Inside Forearm (4):** punch

# GAME STATS

STRENGTH

6

ENDURANCE

8

CHARISMA

7

SPEED

8

RECOVERY

5

MAT SKILLS

5

# WILD BILL WYLES

*Wild Bill Wyles*

Hometown: Bricktown, NJ Height: 6' 1" Weight: 240 lbs. Year Turned Pro: 1996  
Catch Phrase: "Beeliii... Where's Bello?"  
Finisher: The Time Bomb

## PRO

Wild Bill Wyles has gotten to where he is in Extreme Championship Wrestling through one thing and one thing only: hard work. Wyles spent years in the wrestling business as a ring technician. Not only is he a gifted scientific wrestler, but he has set up and broken down the ring before and after shows. Once Wyles finally had a chance to showcase his grinding wrestling skills, his hard work carried over from setting up the ring, to performing inside of it.

Wild Bill has found a tag team partner in fellow bad ass "The Enforcer" C.W. Anderson. Together, they are known as the "Dangerous Alliance." There is nothing fancy about this duo. They simply wear down opponents using a punishing collection of grapples and holds. In a place as rough as ECW, the hard-nosed Wild Bill Wyles is still one tough customer.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Wild Bill - Feels awesome!

Stacy - Why should someone play as your character in the game?

Wild Bill - Well, not to take anything away from Steve Corino, but I am one of the old school type wrestlers here. You're not going to see any high-flying maneuvers out of my character. What you are going to see is some hard-hitting, heavy moves. I'm one of the toughest guys in this company, that's why.

Stacy - How long have you been wrestling?

Wild Bill - Professionally, I've been wrestling five years.

Stacy - How did you get started?

Wild Bill - I grew up with Balls Mahoney, one town away from him. We wrestled each other in amateur bouts since eighth grade. He got into the business and he got me into it. He trained me.

Stacy - Were you always a wrestling fan?

Wild Bill - Oh, absolutely. I'd make sure to stay up late and watch every wrestling show I could. We had a good cable company so I got Caribbean wrestling and all sorts of

wrestling from Puerto Rico. I watched all of them, everything.

Stacy - If you weren't a wrestler, what would you be doing?

Wild Bill - I'd probably be in a band somewhere playing. I was a drummer for my whole life. I toured a lot. Right before I started here, I came off the road. That's what I'd probably be doing.

Stacy - Who is your toughest opponent?

Wild Bill - Balls Mahoney. He's a lunatic! He doesn't care what you do. He'll hit you with a chair, a guard rail, a fork, he doesn't care!

Stacy - What makes the ECW the best federation?

Wild Bill - When you watch us you are pretty much gonna get a hardcore, straight-forward wrestling show. Everybody else's shows are filled with T & A and soap opera bs. When you watch us, you'll see heavy-duty wrestling with not too much T & A, not too much to take away from the match itself. We've got some of the best workers in the business here. We have the best work ethic and that's why in the years to come we will supersede every other federation in this business!

Stacy - What other sports have you played?

Wild Bill - I've been an amateur wrestler since I'm in the sixth grade. That's about it.



## Finisher

**Running Move; Time Bomb (9):** kick

## Trademark

**Tie-up Move; Piledriver (8):** left, right, punch

## Ready Moves

**Sitdown Slam (9):** left, right, up, tie-up

**Running Powerbomb (8):** left, right, up, punch

**Reverse Tiger Suplex (7):** left, right, kick

**Running Powerslam (7):** up, down, kick

**Superkick (7):** left, up, kick

**Japanese Arm Drag (5):** left, right, punch

**Leg Drag (4):** left, down, kick

## Behind Moves

**Dragon Suplex (6):** left or right, tie-up

**German Suplex (5):** left or right, punch

**Reverse DDT (4):** left or right, kick

## Corner Moves

**Turnpost Slam (5):** up, up, punch

**Choke with Boot (4):** up, up, kick

## Ground Moves

**From Head; Camel Clutch (8):** left, right, down, punch

**From Side; Kneedrop (6):** up, down, tie-up

**From Feet; Fist to Groin (5):** up, down, kick

## Turnbuckle Moves

**Opponent Standing; Clothesline (6):** punch + tie-up

## Tie-up Moves

**Big Head Punch (6):** left or right, tie-up

**European Uppercut (5):** left or right, punch

**Sideslam (4):** left or right, kick

## Pose

**Rub Hands (0):** kick + tie-up

## Dizzy Kick

**Boot to Face (4):** kick

## Dizzy Punch

**Thrust to Throat (4):** punch



GAME  
STATS

STRENGTH  
**5**

TECHNIQUE  
**5**

CHARISMA  
**5**

SPEED  
**10**

RECOVERY  
**10**

WRESTLING  
SKILLS  
**4**

# BILL ALFONSO

*Bill Alfonso*

Hometown: Tampa, FL Height: 5' 10" Weight: 161 lbs. Year Turned Pro: 1981  
Catch Phrase: "I'm the man who calls it right down the middle, daddy!"  
Finisher: One Handed Chokeslam

The "Manager of Champions," Bill Alfonso has the unenviable task of managing both the homicidal, suicidal, genocidal Sabu and "Mr. Pay-Per-View" Rob Van Dam. When not busy keeping these two from tearing each other apart, "Fonzie" passes the time constantly blowing his whistle, running around with the energy of a twister and being a general nuisance to everybody in the ECW.

Alfonso came to the ECW as a referee in 1995 to restore order to the company. Things have never been the same since! After becoming a manager, Alfonso led Taz to an incredible year-long undefeated streak before moving on to lead Sabu and RVD to every championship attainable in the ECW. Annoying? Maybe. Irritating? Possibly. One of the greatest managers in the ECW? Without a doubt.

## INTERVIEW

Stacy - How does it feel to be in a video game?  
Bill - It feels pretty cool. It feels like being a superstar.

Stacy - Why should someone play as your character in the game?

Bill - Because I'm the most unique guy in the wrestling industry. People should also pick Sabu because he is the most genocidal, homicidal, maniacal death defying athlete in the world.

Stacy - How long have you been involved in wrestling?

Bill - My 20th year will be in May 2000.

Stacy - How did you get involved in wrestling?  
Bill - I liked the wrestling industry when I was a kid. I used to go to wrestling

and I wanted to be a wrestler. But when I grew up, I grew up to be 165 pounds and couldn't compete. So, the closest thing to being involved in the business was to be a referee. I kind of introduced myself in the business slowly and then was a natural. I waited for the right place and the right time and I got a full time job. My first match as a referee was with the Sheik, who is my best wrestler's uncle. I manage Sabu. The first professional match I got paid for was with the Sheik. Now it's come full circle.

Stacy - Were you always a wrestling fan?  
Bill - Yes. Definitely.

Stacy - If you weren't involved in wrestling, what would you be doing now?  
Bill - Maybe a gynecologist or a brain scientist. I like teaching. I like the entertainment business. Or maybe some kind of a doctor.

Stacy - What makes the ECW the best federation?

Bill - Because we're the most hardcore. Because of our roster and our hardcore talent. Because I'm here and my two best wrestlers in the world are here, Rob Van Dam and Sabu. That's the only real reason. Because we're arrogant.



## **Finisher**

### **Ready Move; One Handed**

**Chokeslam (8):** up, down, up, punch

## **Trademark**

### **Ready Move; Superkick (7):** left,

up, kick

## **Ready Moves**

**Hurricanrana (6):** up, down, tie-up

**Spinal Tap (5):** left, right, punch

**Hairgrab Takeover (4):** up, down, kick

## **Behind Moves**

**Rolling German Suplex (8):** up, down, punch

**Tiger Suplex (6):** left or right, tie-up

**Beastchoker (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Flying Swinging DDT (5):** up, up, punch

## **Ground Moves**

**Camel Clutch (9):** left, right, up, punch

**Headbutt to Groin (5):** up, down, kick

**Blatant Choke (4):** up, down, punch

## **Running Player Moves**

**Senton Splash (8):** kick

**Cross Body Block (7):** tie-up

## **Turnbuckle Moves**

**Opponent Standing; Hurricanrana (7):**

kick + block

**Opponent Standing; Missile**

**Dropkick (6):** punch + tie-up

**Opponent on Ground; Splash (7):**

kick + block

## **Tie-up Moves**

**Underhook Headbutts (6):** left or right, tie-up

**European Uppercut (5):** left or right, punch

**Inverted Atomic Drop (4):** left or right, kick

## **Pose**

**Down the Middle (0):** kick + tie-up

## **Dizzy Kick**

**Back Heel Kick (4):** kick

## **Dizzy Punch**

**Whistle Smacks (4):** punch

BARDOSE  
9/9/2015

BARDOSE: REVOLUTION

GAME  
STATS

STRENGTH

5

TECHNIQUE

5

CHARISMA

10

SPEED

8

RECOVERY

4

MAT SKILLS

4

# BEULAH

Hometown: Philadelphia, PA  
Year Turned Pro: 1995  
Finisher: Hurricane

34

The lovely Beulah McGillicutty made her ECW debut at Heat Wave 95 as a surprise to Raven. As a child, Beulah had attended the same summer camp as both Raven and Tommy Dreamer, but was seen as an outcast that nobody liked - nobody, that is, except Raven. While the other children, including Dreamer, cruelly mocked Beulah, she formed an odd bond with fellow outcast Raven. Now an extremely full grown woman, Beulah returned to ECW to repay Raven for his friendship by standing in his corner of the ring, constantly aiding him in his legendary feud with Dreamer. In fact, Beulah even managed Raven and "Dancing" Stevie Richards to the ECW World Tag Team titles.

As with everything involving Raven, his relationship with Beulah quickly soured, and he became abusive towards her, both emotionally and physically. One night, Raven had Beulah backed into one of the corners of the ring, ready to strike, when of all people, Dreamer, rescued her and planted Raven with a DDT. After this chivalric act, the two became inseparable, with Beulah leading Dreamer to many successes both in and out of this ring. Sadly, the beautiful Beulah's ring career came to a premature end after she found herself on the receiving end of a vicious Dudley Death Drop, but such is the way of ECW...



**Finisher****Ready Move; Hurricanrana (6):**

up, down, tie-up

**Trademark****Tie-up Move; Dreamer DDT (8):** left, right, punch**Ready Moves****Ace Crusher (8):** left, right, up, punch**Double Arm DDT (8):** left, right, down, punch**Hairgrab Takeover (4):** left, right, kick**Leg Scissors Stomp (4):** left, up, kick**Behind Moves****Bulldog (6):** left or right, tie-up**Octopus Hold (5):** left or right, punch**Low Blow (4):** left or right, kick**Corner Moves****Baseball Slide (6):** up, up, tie-up**Head Pounder (5):** up, up, punch**Ground Moves****From Feet; Fist to Groin (6):** up, down, kick**From Feet; Spinning Toe Hold (5):** left, right, kick**Running Opponent Moves****Flapjack (7):** tie-up**Running Player Moves****Flying Clothesline (7):** tie-up**Cross Body (5):** kick**Turnbuckle Moves****Opponent Standing; Hurricanrana (7):**

kick + block

**Opponent on Ground; Swivel****Splash (9):** kick + punch**Tie-up Moves****Big Head Punch (6):** left or right, tie-up**From Behind; Bulldog (5):** left or right, tie-up**European Uppercut (4):** left or right, kick**Pose****ECW (0):** kick + tie-up**Dizzy Kick****Sidekick (4):** kick**Dizzy Punch****Hit to Groin (4):** punch

GAME  
STATS

STRENGTH

6

TECHNIQS

5

CHARISMA

4

SPEED

8

RECOVERY

6

WAT SERIES

7

# CYRUS THE VIRUS

Hometown: Winnipeg, Canada Height: 6' 2" Weight: 180 lbs. Year Turned Pro: 1993  
Catch Phrase: "You've got heat with the office"  
Finisher: Goin' Claw

## BIO

Cyrus the Virus could not have a more fitting moniker. As ECW's co-host for Pay-Per-View events, Cyrus has made a name for himself by repeatedly "infecting" the egos of the combatants with the type of inflammatory gossip that leads to confrontation and feuding, and in turn, creates "heat" for The Virus.

Calling his broadcast work in the ECW "Intellectual Intercourse," Cyrus has openly, and frequently, complained about his lack of exposure. In response to this, Cyrus continues to interview ECW competitors and cause imaginary conflicts in order "get himself over." Proud of his Canadian heritage, Cyrus has aligned himself with Lance Storm and the Impact Players on more than one occasion. He will continue to manipulate the talent and irritate Joey Styles in his never-ending quest to "get over."

## INTERVIEW

Stacy - How does it feel to be in a video game?

Cyrus - Tremendous! I feel like I'm immortalized in electronics.

Stacy - Why should someone play as your character?

Cyrus - I think that anyone interested in living their lives at a higher intellectual and emotional level would want to be Cyrus in a video game instead of anyone else.

Stacy - How long have you been involved in wrestling?

Cyrus - Ten glorious years.

Stacy - How did you get started?

Cyrus - I started when I was in university just for something to do. I got serious about it in '94.

Stacy - Were you always a wrestling fan?  
Cyrus - Yes!

Stacy - If you weren't involved in wrestling, what would you be doing now?

Cyrus - Prime Minister of Canada.

Stacy - What makes the ECW the best federation?

Cyrus - It's the most extreme and it has the best working environment.





## **Finisher**

**Ground Move, From Feet; Groin Claw (6):** up, down, kick

## **Trademark**

**Tie-up Move; Northern Lights Suplex (6):** left or right, tie-up

## **Ready Moves**

**Sicilian Drop (9):** left, right, left, tie-up

**Seated Crucifix Drop (8):** left, right, up, punch

**Reverse Tiger Suplex (6):** up, down, tie-up

**Knee to Face (4):** left, down, kick

**Leg Drag (4):** up, down, kick

## **Behind Moves**

**Dragon Suplex (7):** up, down, kick

**Rolling German Suplex (6):** left or right, tie-up

**Octopus Hold (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Belly to Belly Suplex (6):** up, up, kick

## **Ground Moves**

**From Feet; Elbow to Groin (7):** left, right, kick

**From Head; Leg Lock Choke Hold (5):** left, right, punch

## **Running Player Moves**

**Opponent on Ground; Leg Drop (5):** kick

## **Running Opponent Moves**

**Flapjack (5):** kick

## **Turnbuckle Moves**

**Opponent on Ground; Kneedrop (6):** punch + tie-up

## **Tie-up Moves**

**Hanging Brainbuster (8):** up, down, punch

**Tiger Driver Slam (7):** up, down, kick

**Floatover Suplex (5):** left or right, punch

**Fisherman Suplex (4):** left or right, kick

## **Pose**

**Tap Head (0):** kick + tie-up

## **Dizzy Kick**

**Jump Kick (4):** kick

## **Dizzy Punch**

**Thrust to Throat (4):** punch

# GAME STATS

STRENGTH

8

TECHNIQUE

7

CHARISMA

6

SPEED

5

RECOVERY

4

WRESTLING

6



WRESTLING REVOLUTION

# JOEL GERTNER

Hometown: New York City Height: 5' 7" Weight: 299.7 lbs. Year Turned Pro: 1995  
Catch Phrase: "I'm the quintessential studmuffin... Joel Gertner"  
Finisher: 450 Splash

110

Joel Gertner, the color voice of Extreme Championship Wrestling has broken many hearts with his winning personality, chiseled features and Adonis-like physique (or so he'd have the world believe). In reality, Gertner has ruptured far more eardrums with his incessant, smug banter than he will ever break hearts. Always ready to tell it like it's not, the "Quintessential Studmuffin" is as offensive as he is annoying. Still, Gertner's great knowledge of wrestling can't be denied, as evidenced by the fact that he's managed six ECW World Tag Team champions in just two years. The man with the "golden vocal chords" is a brilliant wrestling strategist, an insightful commentator, and his own biggest fan.

INTERVIEW

Stacy - How does it feel to be in a video game?  
Joel Gertner - It feels great. It's an absolute thrill. Now on my off time, rather than playing as other characters in other video games, I get to go ahead and see myself beat all the stars of Extreme Championship Wrestling. Just like I know I could do if I was given the opportunity! And I think it's great for myself and great for all of the fans who are going to be able to see Joel Gertner perform moves they've never seen before.

Stacy - Why should someone play as your character in the game?

Joel Gertner - My character is going to be, hands-down, one of the most entertaining characters in the entire game. He's got a lot of things that he can do in the ring, just like all of the wrestlers. But he's also got a lot of personal charisma and little intricacies that only he does. So Joel Gertner's going to bring a lot of fun to everybody that chooses him.

Stacy - How long have you been involved in wrestling?

Joel Gertner - I've been involved in wrestling for about eight years. I've been in ECW in many various forms and functions for about four years. Ever since I'm sixteen I've been involved in the business and I'm twenty-four now.

Stacy - How did you get started?

Joel Gertner - I figured out that I might want to do some stuff in the wrestling business and I found out about a wrestling gym in New York City. I went and I met some people, made some contacts and wound up working there. I would do whatever I had to do, either referee or ring announce or manage. I learned the ropes and different things, and that's pretty much how I got started.

Stacy - Were you always a wrestling fan?

Joel Gertner - I've been a fan ever since I was eight years old.

Stacy - If you weren't involved in wrestling, what would you be doing?

Joel Gertner - Oh man, I would have finished college and I would probably be in television or radio. When I was in college, I was sports director of the radio station. I'd probably be doing sports or news, because I had a real solid background in that.

Stacy - What makes the ECW the best federation?

Joel Gertner - ECW is the federation that does all the innovative things on a smaller platform. Or at least we were on a smaller platform at one time. We would do all of the innovative things that all of the larger federations would take on a national level. Really, they would emulate us. We are actually the ones that did a lot of the things that brought the interest back in the mid-90's.

## **Finisher**

**Turnbuckle Move, Opponent on Ground; 450 Splash (8):** tie-up + block

## **Trademark**

**Ready Move; Bearhug (5):** left, right, punch

## **Ready Moves**

**DDT (6):** left, down, tie-up

**Side Belly Belly Suplex (6):** up, down, tie-up

**Fall Forward Slam (5):** left, down, punch

**Hairgrab Takeover (4):** left, right, kick

## **Behind Moves**

**Reverse DDT (6):** left or right, tie-up

**Sleeper Hold (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Swinging Bulldog (7):** up, down, kick

## **Ground Moves**

**From Feet; Spinning Toehold (8):** up, down, up, kick

**From Side; Standing Splash (7):** up, down, tie-up

**From Head; Squeeze Head (7):** up, down, punch

## **Running Player Moves**

**Cross Body Block (5):** kick

## **Turnbuckle Moves**

**Opponent Standing; Body Press (8):** tie-up + block

## **Tie-up Moves**

**Piledriver (9):** left, right, tie-up

**Side Belly Belly Suplex (6):** left or right, tie-up

**DDT (5):** left or right, punch

**Chestbreaker (4):** left or right, kick

## **Pose**

**Pout (0):** kick + tie-up

## **Dizzy Kick**

**Mafia Kick (4):** kick

## **Dizzy Punch**

**Thrust to Throat (4):** punch

# GAME STATS

STRENGTH  
**4**

TECHNIQUE  
**4**

CHARISMA  
**9**

SPEED  
**8**

RECOVERY  
**6**

RAW SKILLS  
**5**

HARDCORE REVOLUTION

# JOEY STYLES

*Joey Styles*

Hometown: Stamford, CT Height: 5' 8" Weight: 165 lbs. Year Turned Pro: 1992  
Catch Phrase: "Oh my God!"  
Finisher: Novacaine

## BOO

Joey Styles is the long-time voice of Extreme Championship Wrestling. He has established a cult following that makes him as popular with the ECW fans as any of the wrestlers! Styles is famous for his sarcastic, razor sharp commentary and informative wrestling insights, but how all of that will translate to the ring is anyone's guess! Styles is best known for his ability to keep a cool head while in the eye of the tornado that is Extreme Championship Wrestling. He'll have to maintain that cool attitude if he hopes to survive the Hardcore Revolution! Joey Styles wrestling in an ECW ring? Oh my God!

## INTERVIEW

Stacy - How does it feel to be in a video game?

Joey - I think it's fun. Not so much because I'm calling the action, which is what I'm expected to do; but because you folks at Acclaim thought it would be funny to make me a wrestler in the game. A lot of people don't know that I can do a Celestial Splash. I've been saving it for the video game. The only place that you are going to see it is in the video game. I did it once in the studio. You were there Stacy, when I did it in the studio and I will not ever do it again. It was too dangerous and I don't want to hurt anybody. So, I did it once and it was captured forever in the video game. Yes, Joey Styles did a Celestial Splash!

Stacy - Why should someone play as your character in the game?

Joey - To see the Joey Styles' Celestial Splash that you are not going to see anywhere else except on ECW: Hardcore Revolution. Not to mention that I am obviously the best dressed character in the entire game. You can talk about your Chris Chelios with feathers on his outfits, or the half-naked girls, but nothing says "hardcore" like a beautiful tailor-made-to-fit, double-breasted worsted-wool suit.

Stacy - How long have you been involved in wrestling?

Joey - I have been involved in wrestling for eight years. Two years working for wrestling magazines and six years as a professional wrestling television announcer.

Stacy - Were you always a wrestling fan?

Joey - I've been a wrestling fan since I'm thirteen years old. I decided when I was about fifteen that I wanted to be a professional wrestling television announcer and here I am at age twenty-eight, thirteen years later, living my dream! Overnight! Just like that!

Stacy - If you weren't involved in wrestling, what would you be doing now?

Joey - If I wasn't involved in wrestling, I would be doing what I was doing up until we got the TNN deal. Sales and marketing is my background and I do that for ECW. Besides being the voice of ECW, I also develop and manage the web site. I would be involved in marketing if I wasn't an announcer, and I don't think I want to be an announcer forever, so I would want to be involved in marketing for the company.

Stacy - What makes the ECW the best federation?

Joey - We're the only ones left who still wrestle. I think wrestling has become a soap opera with less and less wrestling, for better or worse. Who am I to argue? The other two companies are larger than we are. If you want to watch more soap opera and five minute matches, then you should watch somewhere else. In ECW we do fifteen to twenty minute matches and wrestling is still the focus of this company. Yes, we have interesting story lines. Yes, we're hardcore. Yes, we push the envelopes more than anyone else. But the focus here is still on wrestling.

Stacy - Who is your toughest opponent?

Joey - Paul Heyman is my toughest opponent. Working for Paul Heyman is like banging your head against the wall. And I mean that in the most loving way possible. But man, he may be a creative genius, but from a business standpoint, because I'm more business, dollars and cents, black and white, he just doesn't want to see the logic. Yet it all seems to work out. I'm happy that I have any influence whatsoever.

Stacy - What other sports have you played?

Joey - Actually, in high school I played football. I was an offensive lineman. I was fifty pounds heavier than I am now. And I was also a shot-putter for the track team. And even now, I train six days a week. I lift weights three days a week and I do cardio. You can't tell because I wear a suit and I am never getting in the ring because I am not as tough as these guys and I am not as crazy as they are. But there is a jack underneath the Joey Styles gimmick!



## **Finisher**

**Ready Move;**

**Novacaine (7):** up, down, kick

## **Trademark**

**Dragon Suplex (8):** left, down, punch

## **Ready Moves**

**Seated Crucifix Bomb (8):** up, down, up, punch

**Crucifix Powerbomb (7):** left, up, kick

**Single Arm DDT (5):** left, up, punch

**Crucifix Pin (4):** left, down, kick

**Drop Toehold (4):** left, right, kick

## **Behind Moves**

**Sleeping Neck Breaker (6):** left or right, tie-up

**Atomic Drop (5):** left or right, punch

**Rolling Prawn Hold (4):** left or right, kick

## **Corner Moves**

**Victory Combo (5):** up, up, punch

## **Ground Moves**

**From Feet; Elevated Crab (9):** left, right, down, kick

**From Side; Standing Splash (7):** left, right, tie-up

**From Head; Leglock Choke Hold (6):** left, down, punch

## **Running Player Moves**

**Flying Head Scissors (6):** kick

## **Running Opponent Moves**

**High Leg Clothesline (5):** kick

## **Turnbuckle Moves**

**Opponent Standing; Body Press (7):** kick + block

**Opponent on Ground; Celestial Splash (8):** block

## **Tie-up Moves**

**Front Suplex (6):** left or right, tie-up

**DDT (5):** left or right, punch

**Neckbreaker (4):** left or right, kick

## **Pose**

**Bang (0):** kick + tie-up

## **Dizzy Kick**

**Dropkick (4):** kick

## **Dizzy Punch**

**Grab Head and Punch (4):** punch



GAME  
STATS

STRENGTH

6

ENDURANCE

9

CHARISMA

5

SPEED

7

RECOVERY

5

WRESTLING SKILLS

4

# JUDGE JEFF JONES

Hometown: Baltimore, MD Height: 5' 10" Weight: 200 lbs. Year Turned Pro: 1996  
Catch Phrase: "Guilty as charged!"  
Finisher: Double Arm Facebuster

## BIO

Judge Jeff Jones began his career in Extreme Championship Wrestling as a crooked referee. He quickly crossed the line by declaring himself ECW's head official. This bold move resulted in beatings from ECW combatants, and other referees as well! Desperately seeking redemption after this embarrassing ordeal, Judge Jones soon found a vehicle to channel his revenge - Mike Awesome. The Judge went to Japan, where Awesome had been competing, and made it very clear to him that the ECW was using footage of him losing to arch-rival Masato Tanaka, in order to promote Tanaka's upcoming title shot at the Anarchy Ruiz Pay-Per-View. The Judge convinced Awesome to return to America and the ECW, and to crash the title match, turning it into one of the greatest Three Way Dances in ECW history. When it was all said and done, Awesome walked away with the title strap and the Judge walked away with the knowledge that he had just turned Extreme Championship Wrestling upside down.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Jeff - Oh, it feels great. That's all I really do during the week is sit around and play video games. So I think it's cool, real cool.

Stacy - Why should someone play as your character in the game?

Jeff - Someone should play as my character because I made sure I picked out all the really cool moves for myself. I picked out all my own moves for the game from this really big book. I think my character is the best because, well, just because it's me! I mean really! There's no other reason.

Stacy - How long have you been involved in wrestling?

Jeff - I've been involved in wrestling since the summer of '91 and I've been in ECW since 1996.

Stacy - How did you get started?

Jeff - There are many independent groups and I started working with them. My friend Axl Rotten worked

here and got me a job. I went from being a referee to a manager. I now manage the World Heavy Weight Champion. It was a great move!

Stacy - If you weren't involved in wrestling, what would you be doing now?

Jeff - Probably time. Serving time somewhere. No, I'd probably work in the print industry or try to make video games or driving a race car. One of those.

Stacy - Were you always a wrestling fan?

Jeff - Yes, from the time I was a little kid to now.

Stacy - What makes the ECW the best federation?

Jeff - We've got the TNN deal. We've got the youngest group of wrestlers of any company. We've got a great boss. It's a great work atmosphere. We have a lot of freedom in what we do. All those things make ECW a great company to work for.



## **Finisher**

**Ready Move: Double Arm**

**Facebuster (9):** up, down, down, tie-up

## **Trademark**

**Ready Move; Knee to Face (4):**

left, down, kick

## **Ready Moves**

**Overhead Belly Belly Suplex (7):**

left, right, kick

**Front Back Breaker (6):** left, down, kick

**Running Knee Hit (5):** left, down, punch

**Sidewalk Slam (4):** up, down, kick

## **Behind Moves**

**German Suplex (6):** left or right, tie-up

**Sleeper Hold (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Choke with Boot (4):** up, up, kick

## **Ground Moves**

**From Head; Reverse Chin Lock (7):** left, right, punch

**From Feet; Fist to Groin (5):** left, down, kick

**From Head; Blatant Choke (5):** up, down, kick

## **Running Opponent Moves**

**Tilt A Whirl Slam (8):** tie-up

## **Running Player Moves**

**Tackle With Punches (8):** tie-up

## **Turnbuckle Moves**

**Shoulder Tackle (7):** kick + block  
**Opponent on Ground; Kneedrop (6):** punch + tie-up

## **Tie-up Moves**

**Sitout Powerbomb (9):** left, right, down, tie-up  
**Northern Lights Suplex (6):** left or right, tie-up  
**Inverted Atomic Drop (5):** left or right, punch  
**Backbreaker (4):** left or right, kick

## **Pose**

**Not In My Ring (0):** kick + tie-up

## **Dizzy Kick**

**Drop Kick (4):** kick

## **Dizzy Punch**

**Tornado Punch (4):** punch

GAME  
STATS

STRENGTH

8

ENDURANCE

6

CHARISMA

4

SPEED

6

RECOVERY

8

MAT SKILLS

7

# LOUIE SPICOLLI

Hometown: Los Angeles, CA Height: 5' 10" Weight: 248 lbs. Year Turned Pro: 1988  
Catch Phrase: "Louie's got a cliquet"  
Finisher: Death Valley Driver

800

Veteran Louie Spicolli is one of the craftiest wrestlers in Extreme Championship Wrestling history. Spicolli began training when he was seventeen years old and honed his mat skills while winning titles in organizations all over the globe. Spicolli also enjoyed success while wrestling in the United States, including his tenure with ECW. During this time, he became engaged in one of the most intense feuds in ECW history with "The Innovator of Violence," Tommy Dreamer. Throughout this lengthy feud, Spicolli displayed the ferocity and intensity that made him a hardcore legend each and every time he stepped into the ring with Dreamer. Whether it was his competitive spirit, brash attitude, impressive wrestling skills, or a combination of all three, Louie Spicolli will go down as a legend in the annals of Extreme Championship Wrestling.



ECW  
WRESTLING

## **Finisher**

**Ready Move; DVD (8):** up, down, up, tie-up

## **Trademark**

**Running Move; Spinebuster (8):** tie-up

## **Ready Moves**

**One Arm Slam (9):** left, right, up, tie-up

**Fall Forward Powerbomb (8):** left, right, up, punch

**Wrap Around DDT (7):** left, right, kick

**Choke (5):** left, up, kick

**Japanese Arm Drag (4):** up, down, kick

## **Behind Moves**

**Full Nelson Slam (6):** left or right, tie-up

**Octopus Hold (5):** left or right, punch

**Roll Up Pin (4):** left or right, kick

## **Corner Moves**

**Flying Swinging DDT (6):** up, up, tie-up

## **Ground Moves**

**From Head; Toe Hold Half Crab (6):** up, down, punch

**From Feet; Elbow to Groin (5):** up, down, kick

**Leg Drop (5):** kick

## **Running Player Moves**

**Tackle with Punches (8):** tie-up

## **Running Opponent Moves**

**Flapjack (7):** kick

## **Tie-up Moves**

**Gutwrench Powerbomb (7):** up, down, kick

**Big Head Punch (6):** up or right, tie-up

**Northern Lights Suplex (5):** left or right, punch

**Side Belly to Belly Suplex (4):** left or right, kick

## **Pose**

**Louie Up (0):** kick + tie-up

## **Dizzy Kick**

**Side Kick (4):** kick

## **Dizzy Punch**

**Thrust to Throat (4):** punch

WRESTLING  
REVOLUTION

**GAME  
STATS**

STRENGTH

**8**

THIRST

**7**

CHARISMA

**7**

SPEED

**3**

RECOVERY

**5**

MAT SKILLS

**9**

WRESTLING  
REVOLUTION

# TAZ

Hometown: Red Hook, Brooklyn, NY Height: 5' 8" Weight: 248 lbs. Year Turned Pro: 1987

Catch Phrase: "Beat me if you can, survive if I let you!"

Finisher: Tazmission

Championships Held: ECW World Heavyweight Championship

ECW World Television Championship

ECW World Tag Team Championship (with Sabu)

FTW World Championship (unrecognized)

Not only is Taz one of the most dangerous mat wrestlers in Extreme Championship Wrestling history, he is also one of the most miserable. The only time Taz seems to enjoy himself is when he is inflicting an extreme amount of damage on an opponent. Taz has many lethal wrestling maneuvers at his disposal, stemming from a strict background in grappling and martial arts, combined with a rough childhood growing up on the hard streets of Brooklyn.

Taz has butted heads with everyone in ECW, including the management. He even went so far as to create his own, unrecognized FTW World Championship. Living by the motto "kill or be killed," The Human Suplex Machine has won every championship attainable in Extreme Championship Wrestling, yet he has never lost focus and has remained as miserable and as dangerous as ever.





# PlayStation, Nintendo 64 and Dreamcast Moves

ECW TAZ 091

CHAPTER 1

## Finisher

**Tie-up Move; Tazmission (8):** left, up, punch

## Trademark

**Ready Move; Tazmission Plex (9):** left, down, tie-up

## Ready Moves

**Death Valley Driver (8):** up, down, up, punch

**Overhead Belly to Belly Tazplex (7):** left, right, kick

**Reverse Tiger Tazplex (6):** up, down, tie-up

**Shortarm Clothesline (5):** up, down, punch

**Samoan Drop (5):** left, up, punch

**Headlock Takedown (4):** left, down, kick

## Behind Moves

**Dragon Tazplex (7):** up, down, kick

**Tiger Tazplex (6):** left or right, tie-up

**Pumphandle Tazplex (5):** left or right, punch

**German Tazplex (4):** left or right, kick

## Corner Moves

**Tree of Woe (5):** up, up, punch

**While Running; Charging**

**Clothesline (4):** kick

## Ground Moves

**From Head; Crossface Punches (6):** left, down, tie-up

**From Feet; STF (5):** left, right, kick

## Tie-up Moves

**Head and Arm Tazplex (9):** up, down, tie-up

**Hanging Vertical Suplex (8):** up, down, punch

**T-Bone Tazplex (7):** left, right, kick

**Northern Lights Tazplex (6):** left or right, tie-up

**Double Underhook Tazplex (4):** left or right, kick

## Pose

**Get Through Me First (0):** kick + tie-up

## Dizzy Kick

**Mafia Kick (4):** kick

## Dizzy Punch

**Grab Head and Punch (4):** punch

GAME  
STATS

STRENGTH  
7

TOUGHNESS  
10

CHARISMA  
3

SPED  
4

RECOVERY  
9

WRESTLING  
6

# THE SHEIK

Hometown: The Syrian Desert  
Year Turned Pro: 1960  
Finisher: Camel Clutch  
Championships Held: U.S. Championship

## BIO

Known as the "Madman of Wrestling," the legendary Sheik was the forefather of extreme wrestling. In the mid-1960s, The Sheik began administering the heinous, cruel, bloody beatings that has made him a legend. As the years progressed, and the Sheik's trail of bloody carnage lengthened, he accepted the managerial services of Abdullah Farouk, a man nearly as sadistic as the Sheik himself. Together, this unholy union ran roughshod over any opponent insane enough to come near them, culminating in the Sheik's crowning as the U.S. Champion, a title he would hold for over six years.

The Sheik's sociopathic ways only worsened after winning the championship, as he would now do everything and anything to defend it. The Sheik was the first to begin the regular use of "foreign objects," and would often force opponents into submission with his patented Camel Clutch hold. When all other bloody measures failed, the Sheik would rely on his innate ability to enter a trance-like state and "throw" fire into the unsuspecting faces of his opponents. Over the past thirty years, the Sheik has terrorized wrestling rings around the world with his insane antics, and his legacy lives on today in the ECW through his nephew, the homicidal, suicidal, genocidal Sabu. Not only was the Sheik the world's first extreme wrestler, he was one of the craziest, and many feel, one of the best.



# PlayStation, Nintendo 64 and Dreamcast Moves

THE SHEIK 093

CHAPTER ONE

## **Finisher**

**Ground Move, From Head; Camel Clutch (8):** left, right, left, punch

## **Trademark**

**Ground Move, From Head; Blatant Choke (6):** up, down, punch

## **Ready Moves**

**Fall Forward Powerbomb (8):** left, right, up

**Press Slam (7):** up, down, kick

**Spinal Tap (5):** left, right, punch

**Pumpkick (5):** up, down, punch

**Choke (4):** left, down, kick

## **Behind Moves**

**Sleeping Neck Breaker (6):** left or right, tie-up

**Sleeper (5):** left or right, punch

**Roll Up Pin (4):** left or right, kick

## **Corner Moves**

**Turn Post Slam (5):** up, up, punch

**Choke with Boot (4):** up, up, kick

## **Gound Moves**

**From Side; Pinning Splash (9):** up, down, up, tie-up

## **Running Player Moves**

**Tackle with Punches (8):** kick

## **Running Opponent Moves**

**Sidewalk Slam (7):** kick

**Boot to Face (6):** tie-up

## **Turnbuckle Moves**

**Opponent Standing; Shoulder Tackle (6):** punch + tie-up

## **Tie-up Moves**

**Underhook Headbutts (6):** left or right, tie-up

**Shoulder Breaker (5):** left or right, punch

**Arm Bar (4):** left or right, kick

**Big Head Punch (7):** left, right, kick

## **Pose**

**Searching the Skies (0):** kick + tie-up

## **Dizzy Kick**

**Boot to Face (4):** kick

## **Dizzy Punch**

**Grab Head and Punch (4):** punch

GAME  
STATS

STRENGTH

7

TECHNIQUE

7

CHARISMA

6

SPEED

5

RECOVERY

8

WRESTLING SKILLS

6

## TOMMY RICH

Hometown: Nashville, Italy Height: 6' 0" Weight: 248 lbs. Year Turned Pro: 1978  
 Catch Phrase: "I am the Big Don"  
 Finisher: Vertical Body Press

Tommy Rich is a living legend of the ring, having wrestled for years all over the globe. Rich maintained international superstar status throughout the 1980's, having won numerous championships, each one more prestigious than the next. Towards the end of the decade, this champion vanished into anonymity, but three years ago resurfaced on the scene in Extreme Championship Wrestling. It was also then that Rich "rediscovered" his Italian heritage, and found a family with "fellow Italians" Tracy Smothers and Little Guido, a/k/a the Full Blooded Italians. As the most experienced of the trio, Smothers and Guido looked to Rich for guidance, and eventually renamed him "The Don." Together, the three made an immediate impact on ECW, culminating in The Don leading his FBI to the ECW World Tag Team titles. This wily veteran has done almost everything there is to do in the world of professional wrestling. His talents should never be underestimated.

## INTERVIEW

Stacy - How does it feel to be in a video game?

Rich - My babies are happy. As long as I can get paid, I am happy.

Stacy - Why should someone play as your character in the game?

Rich - Because I am the "Big Don."

Stacy - How long have you been wrestling?

Rich - Since 1977.

Stacy - How did you get started wrestling?

Rich - I was always cutting up and decided to make money with my fighting and my ability to get hit in the head.

Stacy - Were you always a wrestling fan?

Rich - Yes!

Stacy - If you weren't a wrestler, what would you be doing now?

Rich - In jail, or a farmer drinking beer.

Stacy - Who is your toughest opponent?

Rich - Harley Race.

Stacy - What makes the ECW the best federation?

Rich - The younger wrestlers are always respectful and Debbie always gives me a draw.

Stacy - What other sports have you played?

Rich - Cow tipping, driving fast, drinking beer.



## **Finisher**

**Running Move; Vertical Body Press (9):** tie-up

## **Trademark**

**Tie-up Move; Piledriver (8):** up, down, punch

## **Ready Moves**

**Sicilian Drop (9):** left, right, up, tie-up

**Gutwrench Powerbomb (8):** left, right, up, punch

**Front Face Gutwrench (8):** left, right, down, punch

**Press Slam (7):** up, down, kick

**Small Package (4):** left, up, kick

## **Behind Moves**

**German Suplex (6):** left or right, tie-up

**Sleeper (5):** left or right, punch

**Low Blow (4):** left or right, kick

## **Corner Moves**

**Choke with Boot (5):** up, up, kick  
**While Running; Charging Clothesline (4):** kick

## **Ground Moves**

**From Head; Reverse Chin Lock (5):** left, right, punch

**From Side; Jumping Fist Drop (5):** left, right, tie-up

## **Running Player Moves**

**Twitching Elbow (7):** kick

## **Running Opponent Moves**

**Flapjack (7):** tie-up

## **Turnbuckle Moves**

**Opponent Standing; Bionic Elbow (6):** punch + tie-up

**Opponent on Ground; Fist Drop (6):** punch + tie-up

## **Tie-up Moves**

**Big Head Punch (6):** left or right, tie-up

**Sideslam (5):** left or right, punch

**Back Breaker (4):** left or right, kick

## **Pose**

**FBI Kick (0):** kick + tie-up

## **Dizzy Kick**

**Shuffle Side Kick (4):** kick

## **Dizzy Punch**

**Haymaker (4):** punch



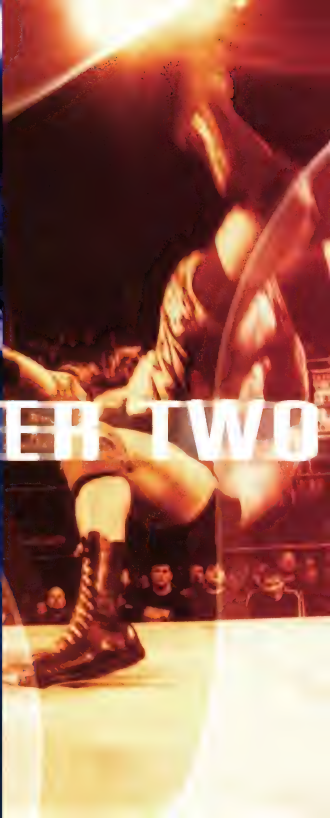


ILLUSTRATED MOVES

# CHAPTER TWO

ECW: Hardcore Revolution has well over 400 different ways to make you or your opponents scream for their mommies, and here's your chance to learn them before you embarrass yourself. Included herein you will find detailed descriptions of trademark moves and finishers, and exactly how to execute them... and maybe your opponents. You can even learn how much damage each move does, but why bother, because all of the moves in ECW: Hardcore Revolution create pain in ways you never thought possible. Read up now and give yourself a good schooling, before someone does it for you!

*Joey Styles*



## SPLASH- AMISH ROADKILL FINISHER

HARDCORE



Climb to the top turnbuckle and come crashing down on a prone opponent with all of your weight.

## RUNNING POWERBOMB- AMISH ROADKILL TRADEMARK

HARDCORE



While facing your opponent, reach over his back and grab him around the waist. Hoist him up into the air. While you are still facing one another, take a running start and drive him shoulders first into the mat.

## FALLEN ANGEL- ANGEL FINISHER

HARDCORE



Lift your opponent onto your shoulders, take half a turn, and send him crashing down to the mat on his back, wrenching his neck on the way down.

## ENZIGURI- ANGEL TRADEMARK

HARDCORE



Throw a kick at your opponent's midsection. As he grabs your leg to block, strike with a lightning quick kick to the back of his head using your other leg.

## SEVERE SKULL TRAUMA- AXL ROTTEN FINISHER



Get behind your opponent and tuck his head under your arm so he's staring up at the lights (something he's probably used to by now), as though you were preparing to administer an Inverted DDT. Now lift your opponent into the air, and send him skull first into the mat with your entire body weight on top of his head.

## T-BONE SUPLEX- AXL ROTTEN TRADEMARK



Similar to a regular Suplex, but instead of dropping your opponent on his back, he lands on his side for an entirely different type of agony.

## NUTCRACKER SUITE- BALLS MAHONEY FINISHER



Lift your opponent over your shoulder, take a quick spin to get your momentum going and drive his head into the mat with this variation on the classic Piledriver. Follow this devastating move by immediately going for the pin.

## SUPERKICK- BALLS MAHONEY TRADEMARK



A vicious martial arts-style kick to the side of an opponent's head.

## HURRICANRANNA- BEULAH MCGILLCUTTY FINISHER



While facing your opponent, jump up and wrap your legs around the back of his head, then flip backwards, driving your opponent's head and neck into the unforgiving ring.

## DREAMER DDT- BEULAH MCGILLCUTTY TRADEMARK



While facing your opponent, grab him by the head and tuck it under your arm. Now smash his face into the floor.

## BADA BING- BIG SAL E. GRAZIANO FINISHER



After whipping your opponent into the turnbuckle, drag him away ever so slightly, so that he's laying on his back, near the corner. Climb the ropes, and while still facing the crowd, put the hurt on by crashing down on his chest in a sitting position.

## BEAR HUG SLAM- BIG SAL E. GRAZIANO TRADEMARK



While facing your opponent, grab him around the waist and lift him off the ground as seen with a normal Bear Hug submission hold. Then slam him to the mat behind the force of your combined momentum. Pancakes, anyone?

## ONE HANDED CHICKEN- BILL ALFONSO FINISHER



Grab your opponent by the neck, lift him high into the air, and slam him all the way back down to the mat, right on his back.

## SUPERKICK- BILL ALFONSO TRADEMARK



A vicious martial arts-style kick to the side of an opponent's head.

## SPINEBUSTER- C.W. ANDERSON FINISHER



Grab your opponent by the back of his thighs, lift him into the air and slam him to the canvas on his back in this Anderson classic.

## BIG LEFT PUNCH- C.W. ANDERSON TRADEMARK



Grab your challenger's head, rear back, and knock him into next week.



## TURNAROUND MOONSALT- CHRIS CHETTI FINISHER



With your opponent laid out on the mat, climb to the top turnbuckle, facing the ring. Do a quick 180 degree jump while still standing on the top rope (so that you are now facing the crowd), and complete a backflip into the ring and on top of your unwitting opponent.

## AMITYVILLE HORROR- CHRIS CHETTI TRADEMARK



Lift your opponent onto your shoulders, look pretty doing a spin (hey, showmanship counts), piledrive his head into the canvas, and hook one leg for a flashy pin attempt.

## GROIN CLAW- CYRUS FINISHER



When your opponent is down on his back, spread his legs and clamp down on his groin with both hands.

## NORTHERN LIGHT SUPLEX- CYRUS TRADEMARK



While facing an opponent, grab him around the waist and suplex him over your shoulder, right onto his back.

## WHAM BAM THANK YOU MA'AM- DANNY DORING FINISHER



When facing an opponent, bend him forward and hook his arms behind his back. Follow up by driving him face first into the floor, off to the side of your body.

## BAREBACK- DANNY DORING TRADEMARK



Begin nose-to-nose with your opponent. Reach your arm across the front of his body tucking your arm in under his chin, then carry him into the air with a big jump. Drive his chin into your shoulder when you hit the floor.

## BYTCH SLAP- DAWN MARIE BYTCH FINISHER



Wind up and give your opponent that big, backhanded slap that he's deserved all match!

## THROAT TOSS- DAWN MARIE BYTCH TRADEMARK



Similar to a Chokeslam, grab an opponent by the neck, but throw him across the ring instead of slamming him to the canvas.

## BRONCO BUSTER- FRANCINE FINISHER



When an opponent is down in the corner, get a running start, jump and land on his chest, and lunge up and down, knocking the wind (and the crap) out of him.

## DREAMER DDT- FRANCINE TRADEMARK



While facing your opponent, grab him by the head and tuck it under your arm. Leave him in this position to think about what he's done wrong, while you salute the crowd. Now smash his face into the floor. Hard.

## PILEDRIVER- JACK VICTORY FINISHER



When facing an opponent, bend him forward and put his head between your legs. Grab him around the back of his waist and lift him into the air so that he is perpendicular to the ground. Then drive his head and neck into the canvas by dropping into a sitting position.

## FRONT SUPLEX- JACK VICTORY TRADEMARK



When facing an opponent, lift him vertically into the air, similar to a regular suplex. But instead of continuing the move over and dropping him on his back, stop halfway up and bring your surprised opponent back to the canvas face-first.

## HARDWARE NIGHTDRIVER- JASON FINISHER



When facing your opponent, grab him as if you were about to suplex him. Just as his body is in the air, perpendicular to the mat, bring him back down the way he came and plant him face first as you go into a sitting position.

## HARDWARE ENZIGURI- JASON TRADEMARK



Throw a kick at your opponent's midsection. As he grabs your leg to block, strike with a lightning quick kick to the back of his head using your other leg.

## HARDWARE JAZZ STINGER- JAZZ FINISHER



While facing an opponent, deliver a hard kick to the midsection. When he doubles over, grab him by the head, jump into the air, plant him face first into the ground and go for the 1-2-3.

## HARDWARE FLYING SWINGING DDT- JAZZ TRADEMARK



When your opponent is stunned in the corner, tuck his head under your arm, climb quickly to the top turnbuckle while still holding his head, and take a spinning jump off the top, drilling your opponent's head into the mat.

## CRADLE DRIVER- JERRY LYNN FINISHER



Face your opponent, kick him in the solar-plexus, put one arm in between his legs, and hoist him vertically. While in a "cradle" position, finish the move (and your opponent) by piledriving his head into the floor.

## RUNNING POWERBOMB- JERRY LYNN TRADEMARK



While facing your opponent, reach over his back and grab him around the waist. Lift him up into the air. While you are still facing one another, take a running start and drive him shoulders-first into the mat.

## 450 SPLASH- JOEL GERTNER FINISHER



With a stunned opponent laying on the ground, ascend the turnbuckle, jump high into the air, and flip end-over-end before landing on your opponent for a greater impact.

## BEAR HUG- JOEL GERTNER TRADEMARK



While facing an opponent, grab him around the waist, lift him off the ground, and squeeze the life out of him.



## NOVACAINE- JOEY STYLES FINISHER



While facing your opponent, put your arm over his shoulder and fall backwards, sweeping your opponent forward and planting his face in the floor.

## DRAGON SUPLEX- JOEY STYLES TRADEMARK



Tie your opponent up from behind, put him in a Full Nelson, and suplex him back, up, and over your head onto the back of his neck.

## DOUBLE ARM FACEBUSTER- JUDGE JEFF JONES FINISHER



When facing an opponent, place his head between your knees (as if you were setting up for a Powerbomb or a Piledrive), then lock both of his arms behind his back and drive him face first into the canvas, driving the move with your weight.

## KNEE TO FACE- JUDGE JEFF JONES TRADEMARK



Grab an opponent by the back of his head and "fall forward," driving his face right into your knee.

HARDCORE  
THAT'S INCREDIBLE- JUSTIN CREDIBLE FINISHER

When facing an opponent, grab him around the waist, lift and hold him so that he is in a vertical position, jump into the air, and piledrive him, landing on your knees.

HARDCORE  
SPINNING DDT- JUSTIN CREDIBLE TRADEMARK

Grab your opponent as though you were about to deliver a normal DDT, but take your opponent for a spin in the air by his neck before crushing his face into the mat.

HARDCORE  
TOP ROPE SPIN KICK- LANCE STORM FINISHER

Take to the top rope against a standing opponent, pose for the crowd (because you can), then take a spinning leap off of the turnbuckle, catching your unwary foe in the back of the head with the heel of your boot.

HARDCORE  
BASEBALL SLIDE- LANCE STORM TRADEMARK

Help out an opponent that is stunned in the corner by flipping him upside down and hooking his feet in the ropes. Back up, take a running start, and drive both feet into his unprotected face.

## SICILIAN CRAB- LITTLE GUIDO FINISHER



Stand at the feet of a prone opponent, grab both legs, flip him on to his stomach, and pull back on his legs and lower back with a vengeance.

## SICILIAN DROP- LITTLE GUIDO TRADEMARK



Kick your opponent in the midsection, turn and plant your backside on the back of his head when he bends forward, and sit down, smashing his gonzo into the ground.

## ACIO DROP- LITTLE SPIKE DUDLEY FINISHER



When your opponent is stunned in the corner, grab him around the back of the neck, take a running start towards the turnbuckle, climb up and spin, driving your opponent's face into the mat. Go in for the pin.

## SWINGING BULLDOG- LITTLE SPIKE DUDLEY TRADEMARK



While your opponent is stunned in the corner, get your leg behind his head and introduce his face to the floor with this extra vicious bulldog.

## DEATH VALLEY DRIVER- LOUIE SPICOLLI FINISHER



Lift your opponent onto your shoulders, hold him horizontally, and drop sideways, driving his head and neck into the canvas.

## SPINEBUSTER- LOUIE SPICOLLI TRADEMARK



Grab your opponent by the back of his thighs, lift him into the air and slam him into the canvas on his back.

## AWESOME BOMB- MIKE AWESOME FINISHER



While facing your opponent, reach around his back and grab his waist. Lift him high into the sky, and send him crashing all the way back down to the mat on his back. Then go for the pin.

## SITOUT POWERBOMB- MIKE AWESOME TRADEMARK



Face your opponent, grab over his back and lock up around his midsection. Lift him into the air, then slam his back onto the floor, while you land in a sitting position.

## 187- NEW JACK FINISHER



When your opponent is down on the mat, climb to the top rope and dive off, nailing your opponent with a vicious diving headbutt.

## SIDE BELLY TO BELLY SUPLEX- NEW JACK TRADEMARK



Face an opponent. Grab him around the waist, and in one motion lift him up, take a half spin, and slam him onto his back.

## KRYPTONITE KRUNCH- NOVA FINISHER



Tie-up your opponent. Sling him over your shoulder so that his head is behind you, pointing towards the floor, take a running start, jump into the air and land with his head and neck slamming into the floor behind you.

## DEEP IMPACT- NOVA TRADEMARK



While facing your opponent, deliver a quick kick to the gut. When he doubles over, hook his arms behind his back, lift him into the air and slam him face down into the floor.



## EVENFLOW DDT- RAVEN FINISHER

HARDCORE



While facing your opponent, tuck his head under your arm and swiftly drive it into the floor, finishing up with a pin.

## FIST TO GROIN- RAVEN TRADEMARK

HARDCORE



When an opponent is lying on his back, spread his legs and take him up a few octaves.

## SITOUT PILEDRIVER- RHINO FINISHER

HARDCORE



While facing your opponent, grab him around the waist, flip him upside-down so that he is perpendicular to the mat, suspend him in that position because you can, then crunch his neck into the floor as you jump into a sitting position.

## DEATH VALLEY DRIVER- RHINO TRADEMARK

HARDCORE



Lift your opponent onto your shoulders, hold him there horizontally, and drop sideways, driving his head and neck into the canvas.

## 5 STAR FROG SPLASH- ROB VAN DAM FINISHER



When your opponent is down on the mat, ascend to the top turnbuckle and crush him with a full extension diving splash.

## ROLLING SENTON- ROB VAN DAM TRADEMARK



Take a running start at an opponent that is laid out on the floor, do a complete forward roll, allow your momentum to carry you forward into another forward flip and land backside first on your victim.

## ARABIAN GUILLOTINE- SABU FINISHER



With your opponent on the ground, climb to the top rope and execute a diving flip that results in your legs smashing down ferociously on top of your opponent's head.

## CAMEL CLUTCH- SABU TRADEMARK



When your opponent is face down on the mat, straddle his back, put his arms over your knees, clutch your hands around his head and under his chin, then pull back until he cries.

## SIMONIZER- SIMON DIAMOND FINISHER



Lift your opponent onto your shoulders (as though you were attempting a DVD). Swing around and slam him onto his back.

## SIMON SERIES- SIMON DIAMOND TRADEMARK



Begin this move by executing a normal Suplex on your opponent. Without breaking your hold, get back to your feet and lift your opponent into the air as though you were about to attempt a second Suplex, but instead, slam him back to the mat face first between your legs as you fall into a seated position.

## OLD SCHOOL PLEX- STEVE CORINO FINISHER



Tie-up with your opponent, hook his leg, and Suplex him up and over your head into a bridged pin attempt.

## SUPERKICK- STEVE CORINO TRADEMARK



A vicious martial arts-style kick to the side of an opponent's head.

## MOONSAULT- SUPER CRAZY FINISHER



With your opponent laying on the ground, climb to the top turnbuckle. With your back to your opponent, leap into the air, completing a full flip before crushing your opponent with some momentous momentum.

## POWERBOMB- SUPER CRAZY TRADEMARK



When facing an opponent, reach over his back, grab him around the waist, lift him into the air, and while still facing you, slam him shoulders-first into the canvas.

## TAZMISSION- TAZ FINISHER



Get behind your opponent, lock your arms under his chin and take him down to the mat with your legs squeezing the air from his body.

## TAZMISSION PLEX- TAZ TRADEMARK



Set up for a regular Tazmission, but instead of taking your opponent to the mat, Suplex him up and over your head, landing directly on his neck.

## CAMEL CLUTCH- THE SHEIK FINISHER



When your opponent is face down on the mat, straddle his back, put his arms over your knees, clutch your hands around his head and under his chin, then pull back until he cries.

## BLATANT CHOKE- THE SHEIK TRADEMARK



Grab your opponent by the throat and squeezeeeeeee!

## DREAMER DOT- TOMMY DREAMER FINISHER



While facing your opponent, grab him by the head and tuck it under your arm. Leave him in this position to think about what he's done wrong, while you salute the crowd. Now smash his face into the floor. Hard.

## DREAMER DRIVER- TOMMY DREAMER TRADEMARK



When facing an opponent, grab him and sling him over your shoulder so that his head is hanging by your waist, facing towards the ground, and fall into a seated position, driving his head into the floor.



## VERTICAL BODY PRESS- TOMMY RICH FINISHER



While running at your opponent, leap into the air, tackle his chest and beat him down with a series of vicious punches once he hits the mat!

## PILE DRIVER- TOMMY RICH TRADEMARK



When facing an opponent, bend him forward and put his head between your legs. Grab him around the back of his waist and lift him into the air so that he is perpendicular to the ground. Drive his head and neck into the canvas by dropping into a sitting position.

## OKLAHOMA STAMPEDE- TONY DEVITO FINISHER



When your opponent is stunned in the corner, grab him and hang him upside down from the top rope, then pull him off and slam him.

## FRONT BRAINBUSTER- TONY DEVITO TRADEMARK



Grab an opponent and lift him into the air as though you were preparing to Suplex him, but instead, drop him straight down on his neck and face.

## PUMP HANDLE SLAM- TRACY SMOTHERS FINISHER



When behind an opponent, grab his arm, bring it back between his legs, lift him up into the Body Slam position, and throw him down to the mat on his back

## TENNESSEE JAWJACKER- TRACY SMOTHERS TRADEMARK



Take to the top rope and catch a standing opponent with a spinning flying elbow shot to the side of the head.

## TIME BOMB- WILD BILL WYLES FINISHER



When an opponent is running towards you, grab him around the waist, flip him up onto your shoulder and finish by slamming him on his back.

## PILEDRIVER- WILD BILL WYLES TRADEMARK



When facing an opponent, bend him forward and put his head between your legs. Grab him around the back of his waist and lift him into the air so that he is perpendicular to the ground. Drive his head and neck into the canvas by dropping into a sitting position.

## HANGING BRAINBUSTER- YOSHIHIRO TAJIRI FINISHER



Hoist your opponent into the air, as though you were attempting to Suplex him. Hold him in a vertical position, then drop him straight down on his head and neck.

## DOUBLE FACE KICK- YOSHIHIRO TAJIRI TRADEMARK



When facing an opponent, deliver a kick to the side the leg. When he drops to his knees, deliver a vicious double-foot dropkick to the face.

## LA MAGISTRAL



When an opponent is down on the canvas, grab his arm and cinch it in between your legs, spin, and roll your opponent over into a painful pin attempt.

## SOMERSAULT LEG DROP



When your opponent is down on the mat, take to the top rope, do a complete forward flip in the air and land a brutal legdrop right on top of your prone competition.

## HURRICANRANNA



With your opponent standing, climb to the top rope. Jump at your opponent, landing a leg on each shoulder and hooking your feet behind his head. Use your momentum to carry you through a spin, then flip backwards, driving your opponent into the ring, head first.

## AXE KICK



When facing an opponent, kick him in the midsection. When he doubles over in pain, deliver a hard heel kick to the back of his skull.

## REVERSAL DDT



As your opponent attempts to set you up for a Powerbomb, grab him around the neck as he lifts you into the air, then use your leverage to spin him around and deliver a huge DDT.

## ONE-HANDED SLAM



While facing an opponent, reach across his body and grab his far shoulder, with your arm tucked under his chin. Lift him up into the air, sweep his feet from beneath him, and slam him square on his back.

## HANGING POWERSLAM



When facing your opponent, grab him and hoist him into the air as though you were about to perform a Suplex. As he is hanging vertically in the air, instead of following through with the Suplex attempt, slam your opponent to the canvas to your side and fall on top of him for added damage as he hits the mat.

## IMPLANT DDT



When facing an opponent, tuck his head under your arm and jump backwards, driving his head into the floor as you land.

## FLYING BODY PRESS



Jump off the top rope and nail a surprised standing opponent with an aerial Body Press that is followed into a pin attempt.

## WRAPAROUND DDT



When facing an opponent, take a running start, place one arm around the back of his neck, then swing the rest of your body around his back. Use your momentum to deliver a huge DDT.



## DEATHLOCK



When your opponent is down on his back, grab his legs, step between them with one of your legs, lock his feet over your thigh, then flip him over and pull back, applying a great deal of painful pressure to the knees and lower back area.

## SLEEPING NECK BREAKER



Lock your opponent up from behind, apply a standard Sleeper Hold, and without breaking the hold, fall forward, applying a nasty jolt to your opponent's neck.

## CRUCIFIX POWERBOMB



When facing your opponent, set him up with a kick to the stomach. As he's doubled over, tuck his head between your legs, grab hold, and flip him up over your head. Keep him suspended high in the air by holding his arms in a "cross" position, then send him crashing to the cold, hard floor beneath onto his head and neck region.

## SPIN KICK COMBO



When your opponent is stunned against the turnbuckle, deliver two lightning fast kicks to his midsection and finish him with a reverse backheeled spin-kick to the chin.



STRATEGY AND TIPS

# CHAPTER THREE

Still have not won a match? Oh My God, you are worse than Steve Corino (HA HA HA). You had better get to reading this final section on strategies... and fast! Here you will learn the intricacies of doing battle in Extreme Championship Wrestling. Believe it or not, there is more strategy involved here than, "Do I powerbomb him through a table or do I hit him in the face with a chair?" Read on and we will guide you through every type of match possible in ECW: Hardcore Revolution. From the opening bell to walking away with the ECW World Heavyweight Championship, it's all right here!

Joey Styles

## General

- Always keep an eye on your tie-up meter. When it reaches white, you are in control and will have a greater chance of pulling off an extremely devastating maneuver.
- When down on the mat at the mercy of an opponent, repeatedly tap the Punch Button. As you rise to your feet, you'll nail your unsuspecting adversary with a surprise uppercut or crotch shot. Use this break in momentum to turn the tide of the match.
- When your health meter hits the red, buy yourself some recovery time by climbing out of the ring. Just be sure not to fall victim to a big damage move or you might not make it back!
- Pose for the crowd whenever you can. Once they're behind you, move in for the kill.
- Constantly be aware of your position in the ring. Formulate your attack/defense accordingly.
- Play to the strengths of your wrestler. Don't take to the air with a big man (unless it's Mike Awesome!). Don't wrestle a scientific match with a brawler.

### VS

VS is ECW: Hardcore Revolution's most basic type of match. You and an oppo-

nent will go at it, one-on-one for the one, two, three! From the opening bell, take it right to your opponent with a bevy of basic moves including

punches, kicks, basic slams and suplexes. Save the flashy, big damage moves for later on in the match when your opponent is begging for mercy. In the meantime, concentrate on simple attacks to begin chipping away at his energy. Avoid attacks by dodging left and right with the Side-Step

Buttons or by using Block. If your opponent does manage to grab you in a hold, always go for the Reversal.

Once you've knocked your opponent to the mat, hit him with one or two quick stomps, then immediately segue into a grapple hold to inflict more damage. After your opponent's health has depleted to yellow/orange, you should start attempting higher-risk moves. Even if you miss a move, you will still hold the advantage in the match. Hit your opponent with a few big damage moves. Once his health meter dips into the red, put him away with a big finisher!

### Tag Team

In a Tag Team Match, you double the danger! You take on a partner and battle with two nasty ECW opponents. The most effective strategy here is to cut the ring in half. Get your opponent over to your side of the ring



and keep him there at all costs! Make frequent, quick tags, always keeping the fresh man in the ring. Don't be afraid to go for a double-team move when you get the chance – they're especially devastating! Be sure to use your partner effectively, only calling him into the ring when necessary. There are four situations that require calling your partner into the ring illegally (things are actually illegal in ECW?):

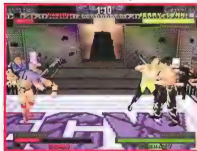
- Attempting to execute a big damage double-team move.
- Saving you from a double-team attempt.
- Tying up an opponent's partner while you go for the pin.
- Breaking up an opponent's attempt to pin you.



When executed properly, this strategy will break down even the toughest opponent in a matter of minutes, allowing you to blaze through the Tag Team competition!

### Tornado

A Tornado Match is like a Tag Team Match, without the "tag" part. Two teams of two



duke it out in the ring at the same time. In order to get the victory, both members of the other team must be pinned or forced to submit.

There will be limbs flying in every direction in this match. Be sure you don't hit your partner, and vice versa. The real fun starts once one of your opponents has been eliminated. Even though he will stand outside the ring and interfere, stay away from the ropes and he'll have no recourse but to stand idly by and watch as you bludgeon his partner. Of course there's always the chance that the tables will be turned, your partner will be eliminated, and you'll find yourself in a whole mess of shorthanded trouble. Should this happen, adopt the strategy outlined for the 1-On-2 Match and hope for the best!

### 1-On-2

A 1-On-2 Match is like juggling chainsaws. Blindfolded. In a 1-On-2 Match you take on



the already daunting task of going nose-to-nose with an ECW star, then double it by taking on two of them at the same time!

Quickness is the key to victory in this type of match. From the outset, stay near the ropes. This is an important strategy for two reasons. One, your opponents won't be able to get behind you for cheap attacks. Two, you'll be able to climb out of the ring to temporary safety if you get into trouble. Keeping this in mind, your best shot at victory is to execute a short series of quick moves from the Ready position. Once you've knocked one opponent down, immediately re-focus your attack on the other. Don't bother locking up or going for complicated moves here, you're only asking to get caught with your tights down! Once you find yourself on the receiving end in a 1-On-2 match, it's almost impossible to recover!

### 1-On-3

Are you kidding me? 1-On-3? Come on... seriously... Well, if you insist on trying your

luck in a 1-On-3 Match, the best strategy very well might be prayer and silent reflection. The second best strategy is to keep your back to the ropes, as explained in the



1-On-2 strategy section. Adopt a "hit-and-run" approach to the match. Strike quickly and then move. Be careful not to get tied up by one of your opponents. Eventually, you'll find a rhythm and maybe, just maybe, you'll escape the 1-On-3 Match with all of your major organs intact!

### Lumberjack

A Lumberjack Match is identical to a VS Match in every way, except that there are two ferocious ECW grapplers waiting outside of the ring, just dying to put the boots to you. Should you find yourself in the unfor-

fortunate position of being outside of the ring, they will not hesitate to throw you a good



beating before rolling your carcass back into the ring for more. Obviously, the main strategy here is to **STAY IN THE RING** (unless maybe you're

Sabu!) On the same token, try to keep your opponent close to the ropes. There's a good chance that one of the lumberjacks will grab him by the ankles and pull him out of the ring to do your dirty work for you. Take every opportunity you can to toss your opponent out of the ring. While he's outside taking the beating of a lifetime, use your time alone inside the ring to pose for the crowd and gain some momentum. When used properly, this strategy can result in a relatively pain-free victory, but screw it up and you'll get your ass kicked by three wrestlers instead of one!

### 3-Way Dance

The 3-Way Dance is an ECW original in which three combatants are pitted against



each other in one ring at the same time. The object is to defeat one of your two opponents via pinfall or submission. This match can be especially

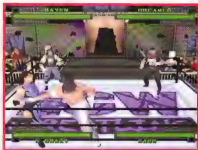
volatile. Attacks come at you from all angles, and the person you just helped won't hesitate to turn right around and slam you. The safest bet is to be on the defensive from the opening bell, backing off into a neutral corner and letting your two opponents go at it. Be sure to defend yourself if you become a target, but don't

initiate any major attacks just yet. Once the competition has beaten each other into the orange, confront the opponent with the most energy left and throw him out of the ring, or floor him with a big damage move. Now turn your focus to the weaker opponent and quickly put him away with a painful submission hold for a 3-Way Dance victory.

### Battle Royal

In a Battle Royal Match, four ECW grapplers start off in the ring. It's your job to

make sure that three of them don't stay there for long. In order to win a Battle Royal, you must be the last wrestler left in the ring at the end of the



match. This can only be accomplished by throwing your opponents over the top rope and onto the hard, cold concrete below. You have to be very cautious when wrestling in a Battle Royal since the slightest error in judgment can result in a quick elimination which does as much damage to the ego, as it does to the body. Keep your opponents in front of you at all times and don't attempt too many high-risk moves. If one of your challengers gets behind you while you're stunned, it's all over! Once you've managed to stun your opponent, tie him up from behind, and throw him out over the top rope using the Atomic Whip. By this time, one of the other two combatants has probably been eliminated as well, setting up a mano y mano brawl for the victory. Once again, wrestle cautiously. As soon as your opponent becomes stunned, dump him over the top for the big "W."

•Note: If your wrestler has the Overhead Belly Suplex in his repertoire, you can lure

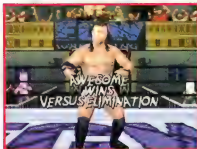


your opponent close to the ropes and immediately throw him over your head and out of the ring using this move.

## Elimination Style Matches

### VS

In an Elimination Style VS Match, you have to defeat four ECW stars, one at a time. As soon as you beat one opponent, another will show up to take his place in the ring! The secret to winning this type of match is to



wrestle under control, don't take too many unnecessary risks and always put an opponent away as soon as you get the chance. From the opening bell, stick to the basics. As soon as your opponent's health dips into orange, try to make him quit with a submission hold. With each opponent you eliminate from the match using this strategy, you will be able to take more and more chances since there are fewer challengers left to beat.

### Tag Team

The Elimination Style Tag Team Match works on the same principle as the Elimination Style VS Match. The difference is you and a partner will square off against two ECW tag teams, one at a time. The



strategy of simplicity reigns supreme here;

attempting too many flashy moves too early in the match will cost you big time! Be sure to wrestle with some degree of caution. Try to cut the ring in half, keeping your opponent from tagging in a fresh partner, and use your tag team partner effectively. Follow these strategies and maybe you'll escape alive. Maybe.

### 8-Man Tag Match

An 8-Man Tag Match pits two teams of four ECW stars against one another. When a competitor is eliminated from the match via pin, submission or count out, another grappler will come down to take his place. This will continue until all



four members of one team have been eliminated. The best strategy is to treat the match like what it is – a Tag Team Match done to the extreme! Start off following the same strategies employed during a regular Tag Team Match. Don't take big risks right off the bat, cut the ring in half and make efficient exchanges with your partner. Start thinking about eliminating opponents via submission holds once their energy hits orange. As you begin to eliminate your opponents from the match and the numbers begin to turn in your favor, start taking more risks and going for big damage moves. However, should your opponents start to mount a comeback and eliminate one or more of your partners, revert to the same cautious method that you began with until you regain the upper hand.

### Battle Royal

A whopping thirty ECW stars tear down the house in an Elimination Style Battle Royal. You begin this match in the ring against three other hardcore wrestlers. A new

wrestler will enter the ruckus every 30 seconds, with a maximum of four brawlers in the ring at any given time. The object is simple here – survival – the extreme way! The strategy for this type of match is similar to that of the normal, 4-man



Battle Royal, but keep in mind, in order to win here, you have to eliminate twenty-nine opponents, not three! An Elimination Style Battle Royal will take its toll on even the toughest competitor, so wrestle in control here. Don't go for many high risk moves, and when opponents do battle with one another, let them! The name of the game here is not how many competitors you eliminate – it's making sure that you don't get eliminated! Stay away from the ropes whenever possible, and don't hesitate to get behind an opponent the instant he's stunned, then dump him over the top rope with an Atomic Whip. You can also eliminate opponents when they're not stunned using the Overhead Belly Suplex (that is if your wrestler is ring-literate enough to know this move). The Elimination Style Battle Royal will prove to be one of the toughest challenges in ECW: Hardcore Revolution, so make sure to pray... no... train hard... no, not it either... take your vita... aww, screw it, just kick some ass!

### 4-Way Dance



Four ECW stars square off at once in this insane hardcore match. The objective of a 4-Way Dance is to be the only wrestler not to be pinned.

counted out or forced to submit. From the opening bell, two of your three opponents will most likely square off – let them! While they are getting Medieval on one another, invite your third opponent, who is no doubt feeling lonely now, to dance. Keep the focus of your attack on this same opponent until you are able to pin him or make him submit. You might take an occasional cheap shot from one of your other opponents, so feel free to return the favor, but keep the beating constant on the opponent you squared off with at the beginning of the match. Once he's been eliminated, back off into a neutral corner and let your remaining two opponents fight it out while you regain energy. Go into defensive mode here, and only attack when you are attacked. Eventually one of your two opponents will defeat the other, leaving you in a one-on-one match up. Immediately become the aggressor at this point, taking the fight right to your tired opponent. Let the amount of energy you have remaining dictate your wrestling style here. If you are in the green, go for big damage moves. But if you are barely holding on in the orange or red, put your challenger away with a submission hold the first chance you get.

### Stable Match

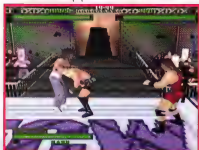
Sixteen ECW stars battle it out in four teams of four in this Elimination Style Match. This is very similar to a Tag Team Match, except four teams compete at once instead of two, and the number of bloodthirsty competitors on each team has been doubled from two to four. The object of a Stable Match is to eliminate all four members of the other three teams. The Stable Match is the most



unpredictable match in ECW: Hardcore Revolution because any number of unique situations can occur. For example, the match might turn into a 2-on-2-on-2-on-2 (got that?), a 1-on-2-on-3, or even a 4-on-1. Anything is possible here! The best strategy is to be ready for anything, and change your style of play accordingly. You might luck out and end up with all four of your wrestlers administering a near-illegal beating to a solitary opponent, but on the same token, you might end up squaring off against twelve ECW stars all by your lonesome! Hope for the best but prepare for the worst (sort of like a natural disaster or a plane crash), and you just might survive the Stable Match!

### 3-Way Dance

This is similar to a regular 3-Way Dance, but both opponents must be defeated here for the win, instead of just one.



The match strategy here is similar to that of a regular 3-Way Dance. It's wise to back off to a neutral

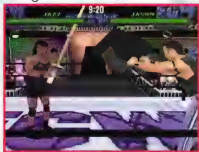
corner at the bell and let your two opponents tear each other down. Take to the defensive here, attacking only when attacked. As soon as one of your opponents has been eliminated, quickly and aggressively move in on your weathered opponent. If you managed to keep your nose clean during the first part of the match, you should have an insurmountable energy advantage over your opponent who has been fighting tooth and nail the entire match. Use this to your advantage by hitting a succession of big damage moves. Put him away when you think he's had enough.

## Match Options

### Death Match

The Death Match is ECW: Hardcore Revolution's most dangerous match, hands

down! The entire ring area, including the ring itself, is littered with some of the most extreme weapons imaginable. The key to winning the



Death Match is to ignore all of the pointy, hard, seizure-inducing goodies, and wrestle as though they aren't even there. Once your opponent has been knocked to the mat or stunned, grab the nearest weapon and plant him square in the face with it. This will send him back down for a quick "mat-nap," giving you another opportunity to brain him. Most weapons should be good for two solid hits. Should your opponent get a jump on you and get his dirty hands on a weapon, try a quick punch or kick to disarm him; blocking won't do you any good here. Keep this up and you'll make short work of the competition on your road to Death Match royalty!

### Cage Match

A Cage Match is the same as a VS Match, except you and your opponent are sur-

rounded by 15 feet of steel fencing on all sides of the ring! The object of a Cage Match is to bludgeon your opponent, climb over the cage, and jump out of the ring for the victory. The in-ring



strategy for a Cage Match is the same as a VS Match. Start out with more basic moves and graduate to big damage moves as your opponent becomes stunned and his health begins to deplete. You can also use the actual steel cage itself to your advantage by whipping your opponent face-first into the unforgiving steel, or even soaring off the top of the cage and crushing your unsuspecting opponent in the ring below (see New Jack). Once your opponent's energy hits the red, stun him with a move of your choice. Climb up and out of the cage for the win, leaving your stunned opponent inside the cage wondering what year it is.

### Last Man Standing Match

The goal of a Last Man Standing Match is to knock your opponent down and make sure



that he doesn't get up – literally. The trick here is to administer a beating so brutal that your opponent is knocked to the mat and unable to get back to

his feet before a 10 count. The key to winning a Last Man Standing Match is to be completely unrelenting in your attacks. Once your opponent hits the mat, stomp him and put him in a submission hold. As soon as he struggles back to his feet, hit him with another Ready Move and start the cycle of violence again. Waste no time between attacks, and keep up this pattern until your opponent goes down for the count, ECW style!

### Street Fight Match

A Street Fight Match is identical to a regular VS Match in every way, except here you have the luxury of pinning your opponent anywhere in any of the insane arenas available in ECW: Hardcore Revolution. If



you throw a weakened opponent out of the ring in a Street Fight Match, you can follow up with a Plancha over the ropes or a high-flying maneuver off the top rope, then go for a pin right there on the unforgiving concrete floor!

### Barbed Wire Match

The Barbed Wire Match is definitely not for the weak of heart! In this, the most dangerous match in all of professional wrestling, the normal ring ropes are taken down and replaced with razor sharp barbed



wire. The best strategy here is to try and whip your opponent into the barbed wire every chance you get, as the results are absolutely devastating. On the other hand, you have to do everything in your power to keep your own sweet hide away from the piercing steel that surrounds the ring. If you've got the guts to survive a Barbed Wire Match, then you truly understand what ECW: Hardcore Revolution is all about!

# Win Modifiers

## Finisher-Only Match

The only way to win this 1-On-1 Match is by hitting your finishing move before your opponent does. Wrestle this match as you would any normal VS Match, but the instant your opponent's energy dips into the red, try to pull off your finisher, and don't let up until you do!

## 2 Out Of 3 Falls Match

You won't be declared the winner here until you are able to beat your opponent in two out of three consecutive matches. Wrestle the first match of the series as though it was a normal VS Match, but be sure to completely demoralize your opponent by beating him until your stomach turns. Once his energy meter has turned dark red, put him away with a submission hold for the first fall. When the bell sounds to start the second match, your opponent will start out with his energy in the yellow. You will have a sound advantage if you wrestled a smart first match. Catch him with a few big damage moves right off the bat, then put him away using the same submission hold for the second fall and the victory.

## I Quit Match

The goal of the I Quit Match is to make your opponent submit using one of ECW: Hardcore Revolution's many torturous submission holds. At the bell, come out as though this was a normal VS Match. As soon as your opponent's energy goes orange, slap on a submission move and hold on for dear life. Should your opponent break your first attempt, try, try again, until he's broken, blue in the face and screaming for his mommy.

## First Blood Match

The first to draw blood from an opponent will be declared the winner of a First Blood Match. Isolate an area of your opponent's body (preferably one with a lot of nerve endings), and go to work on it. Instead of going for the full-body bludgeoning that you usually go for, stick to this one area for the entire match. The juice will be flowing before you know it, and your hand will be held high in victory.

## Iron Man Match

In an Iron Man Match, the wrestler with the most pins in a given amount of time will be declared the winner. After you have selected the time limit, take it to your challenger with everything you've got. When a competitor's energy is running low, it's hard to make a comeback. Once you have a buffer zone of a few wins between you and your opponent, throw all strategy out the window! Wrestle freestyle as you wait for the clock to expire.

# Reversals

If your wrestler has a high "Mat Skills" rating, you will be able to reverse many of the devastating moves that your opponents throw your way. The key to reversing a move is timing -- just as your opponent is about to pull a move off, press the Block Button. With any luck, you'll be able to reverse his move into a more painful move of your own! Start by reversing simple moves like Arm Bars and Body Slams, and eventually practice your way up to reversing big damage moves like Piledrivers and Powerbombs. Mastering the art of the reversal can be a huge asset in your title run!



# Cheats

Cheats?! Cheats?! How can there be cheats in ECW: Hardcore Revolution when there aren't even any rules to begin with?! At any rate, there are a ton of extremely cool secret modes and bad-ass characters to unlock, and you'll be rewarded differently each time you play through with a different character! Here are a few hints to get you on your way, tough guy!

## Career Mode:

Win Acclaim Belt – Unlock Joey Styles & Joel Gertner.

Win ECW World TV Belt – Unlock Tommy Rich & Cyrus.

Win ECW World Heavyweight Belt – Unlock Taz & Louie Spicolli.

Successfully defend the ECW World Heavyweight 5 times – Unlock All Jobbers.

## Tag Team Career Mode:

Win ECW World Tag Team Belts – Unlock Beulah & The Sheik.

## Single Player Tournament Mode:

Win as Louie Spicolli – Unlock Random Head Mode.

Win as Tommy Dreamer – Unlock Custom Wrestler Textures.

Win as Rhino – Unlock Big Head Mode.

Win as Chris Chetti – Unlock Ego Mode.

Win as Jason – Unlock Big Hands Mode.

Win as Balls Mahoney – Unlock Big Feet Mode.

Win as Little Spike Dudley – Unlock Fat Man Mode.

Win as Taz – Unlock Headless Mode.

Win as Roadkill – Unlock Little Head Mode.

Win as Big Sal E. Graziano – Unlock Hangman Mode.

Win as Rob Van Dam – Unlock Bill Alfonso.

Win as Mike Awesome – Unlock Judge Jeff Jones.

# SCREW YOU GUYS, I'M DRIVIN' HOME!

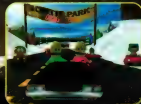
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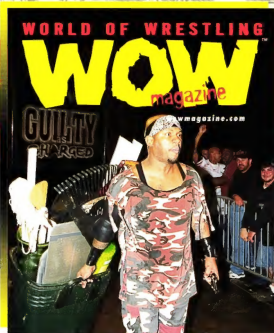


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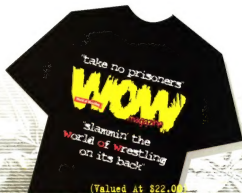
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- Joey Styles "The Voice of ECW"

Inside this guide you'll find:

★ 136 pages of full-color, bone-shattering, gut-wrenching Hardcore Revolution statistics and information.

★ Complete descriptions and video captures of every trademark and finisher move for all wrestlers... including all hidden characters.

★ Descriptions of every game mode, general game play tips, and "Hardcore Hints" on maneuvering your way through the barbed wire and thumbtacks, all the way to the ECW Championship Belt.

★ A detailed wrestler-by-wrestler guide to hundreds of moves for the N64, PlayStation and Dreamcast. Plus... wrestler biographies and exclusive one-on-one interviews with each and every one.

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